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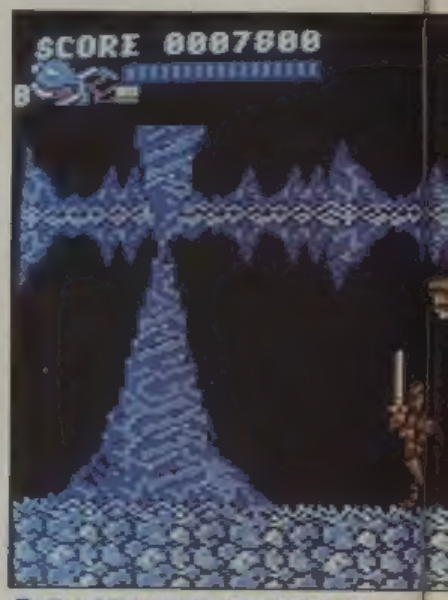


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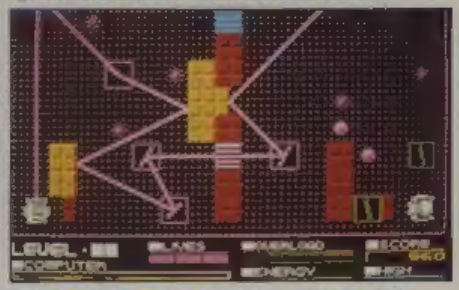

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## Inside Story

Grasp this hand that I am holding out to you, give it a good shake and become personally acquainted with the new Ed. My name is Eugene Lacey and some of you may already be familiar with my handle as I used to Edit Commodore User and, before that in the dim and distant pasts hacked it as a Staff Writer on C+VG. That's the formalities over with now for this issues goodies, let the fanfares sound for the first instalment of our gripping new cartoon series – Shuk and Doode. It tells a tale of two totally weird characters with a mission in the UK.

Next up – the more observant of you may have noticed our Arcade Action supplement – taped to the front page. Inside this bumper batch of coin-op info is the chance to win the superb new Aaargh! machine from Arcadia. Your favourite regular features have got a new year sparkle to them with first reviews of Rastan for the 64 and stacks of 16 bit games t'boot. What are you waiting for? Get stuck in.

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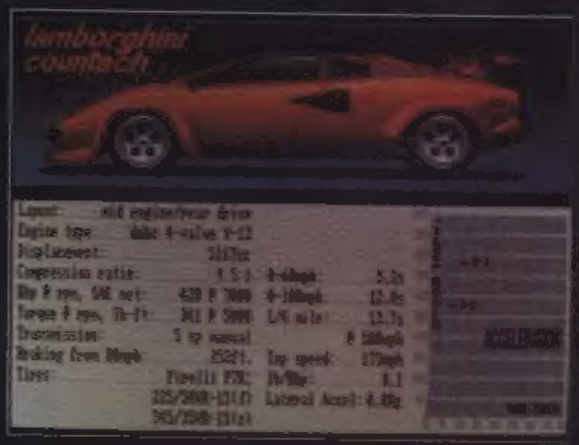


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# News

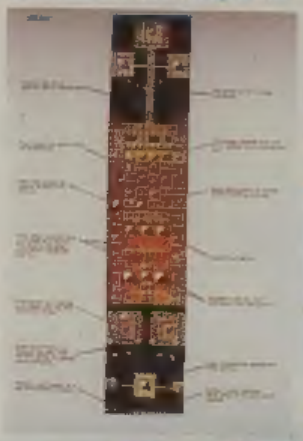
## Big Bad Bedlam.

■ Is it a madhouse? Is it chaos? No, it's *Bedlam*, the inter-galactic wham bam blast'em to bits offering from Go!

And this is a sample of one of the 16 space stations to zoom over to take on up to 18 aliens at any one time. Sounds a real nerve-shredder.

There are also teleports, forcefields plus a 17th "deep space" bonus level.

Bedlam is due out on Amstrad, Spectrum and Commodore during January.



## Sega Sizzler

■ Calling all **Sega** sensation seekers. Here are the hot hits heading your way between now and April.

They are: Kung-Kid, Fantasy Zone II, After Burner, Global Defense, Zaxxon 3D, Alien Syndrome, Rescue & Mission, Zillion II: The Tri Formation, Alex Kidd: The Lost Stars, Super Boys Monster Land, Cube Zone, Maze Hunter 3D.

## Gilbo's Coven.

■ As All Hallow's Eve approaches the powers of evil reach their zenith. The 13 witches covens which dominated the world, ruled over by Lucifer, the Lord of Darklight, are now planning to seize control of the earth.

That is the evil scenario of **Coven**, the game designed by horror author and C+VG writer **John Gilbert. Piranha** will release the game sometime in June.

In Coven, you alone stand against the powers of evil and thwart their fiendish plans.

But before finally removing the evils of the earth you must defeat Lucifer and transform the mantle of Darklight to a power of good. Only then can the 13 covens reassemble to do good.

On your broomstick you must fly fast to destroy the evil covens as you only have one night to do your work. The covens are at their most powerful during this time – so beware – but don't despair as there's more power to be picked up for your final conflict with Lucifer in his surreal moonlit kingdom!

## Impossible Mission II.

■ Remember **Impossible Mission**, the epic platform adventure game which won more awards than you've had hot dinners? Well, here's the long awaited follow up called, imaginatively, **Impossible Mission II**. Enhanced graphics

and sound and even more puzzles make this a really strong sequel – even though it looks similar to the original. There are five new robot guards, and the whole game is set in a series of interlinked towers with rooms packed with things to discover. Game controls are the same as the original – but this time there's a tape recorder option which gives you clues as you play if you start it up. Even the demo version we played was extremely addictive – so watch out for the real thing when it's released by **Epyx/US Gold** in January.

## Krydon Coded.

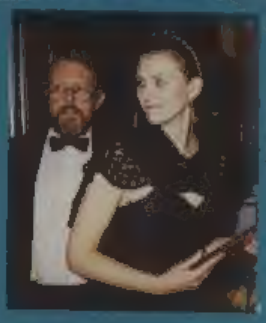
■ Following on from their successful **Blockbusters** TV tie-in, **Domark** is releasing a new quiz game based on ITV's **Krypton Factor** on its **TV Games** label – and yes, you WILL have to compete in the assault course! Although in the

## GAMES OF THE YEAR!

■ As the new year gets under way the game awards for the previous year are starting to be dished out at a series of posh dinners in London's West End.

The first awards in the accolades diary are the Entertainment Software Trade Awards. These are billed as the industry's own awards – nominated by software houses, retailers and magazines.

Best Full Price game went to Elite's **Paperboy**, Cheapo of the year was picked up by Codemasters for their **BMX Sim**, the top adventure was Infocom's **Stationfall**, best arcade game was Ocean's **Arkanoid**, **Wizball** won the best music award and Magnetic scrolls' **Guild of Thieves** adventure took the best graphics accolade.





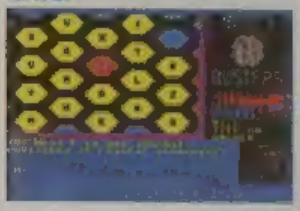
# Capcom On the go.

■ How's this for a mouth-watering, pulse-pounding glimpse into the future of coin-op conversions?

These four **Capcom** games – **Street Fighter, 1943, Black Tiger** and **Tiger Road** – are heading your way during the first six months of 1988 from Go!

Go! has six further Capcom products lined up for release towards the latter half of the year and start of 1989. But for the time being there's no news about what the titles are.

computer version the most strenuous activity is a bit of joystick waggling. But like the TV show the game will also test your brain power with baffling puzzles and intelligence tests. Available on the Spectrum, C64 and Amstrad at a bargain £7.95.



# Thundercats :- THE VIDEO

■ You've enjoyed the game, now watch the movie! **Thundercats-Ho!: The Movie**

is now available on video at a bargain £9.99 from stores that stock **The Video Collection** range.

# R-type Snapped Up.

■ After months of guessing, heavy negotiating, bids and counter bids some of the hottest coin-op games of last year have now been signed up for conversion to the home systems for later in 1988.

Not surprisingly, many of the games have gone to the large successful companies with the biggest cheque books.

World giant Activision has snapped up Irem's brilliant

shoot-'em up **R Type** and is also rumoured to be chasing the 'state of the art' Sega game **Afterburner.**

Mastertronic makes its first serious bid at the coin-op conversion game with the excellent **Double Dragon.** This Taito game has an enormous cult following and is sure to be a firm favourite to be a monster smash in '88. The cheapo company will also be

converting a number of their own Arcadia coin-ops.

US Gold is firmly in the race with three strong licenses already confirmed in the shape of **Road Blasters, Rolling Thunder,** and **Shackled.**

Only Ocean and Firebird are yet to announce their licenses though it is believed these two companies are engaged in a battle to sign **Operation Wolf** – the graphically superb Taito shoot-'em-up with a military flavour.

# ST cheapo's.

■ Atari ST owners will be getting a budget treat from Firebird who will be releasing a number of cheapo discs very soon. They will include Firebird's budget hits, **Thrust, Warhawk, Harvey Headbanger** and **I-Ball.** Rumoured price is £9.95. 64 owners can get two games on one disc for just £3.99.

# Rack-it All stars

■ A truly international group of programmers has come together to create games for the **Rack-It** label.

**Anarchy,** the strategy shoot-em-up, is the brainchild of Aussie – **Mike "Crocodile" Sentinella.** Mike bounded barefoot straight off the Quantas plane from Sydney and into the Rack-It offices to present his ticklish teaser. Conceived as a homage to **Boulderdash, Anarchy** looks set to be a success both here and "down under". **Ocean Conqueror,** the submarine simulation, sails in from Hungarian authors **Lajos Palonki** and **Peter Vitray.** Both are at college in Hungary and program in their spare time.

**Eric Christensen** and **Peter Jepsen** are the Danish authors of **Thunderforce.** The dynamic duo wrote the game as a comic book first before converting the graphics to create the all action C64 version. Then they roped in fellow Danes **Johannes Bjerrgaard,** who created the music for Hewson Hit Eagles, to produce five separate soundtracks for **Thunderforce.**

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# News

## Mailers get together.

■ The **Third British Play-By-Mail Convention** will be held at the Porchester Centre, Queensway, London W2, on the 20th of February. And, as last year, Computer Video Games will have a stand there.

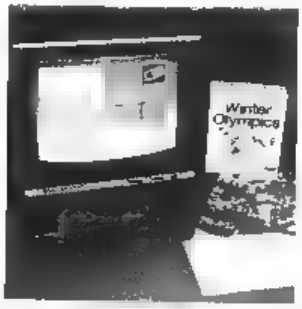
Twenty-two PBM companies will also be there and you will be able to talk, quiz and question the people who produce the games.

The doors open at 10.30am and close at 5pm and tickets on the door will cost £2.

## Video games for real.

■ **Ocean** has entered the VCR games market with the launch of *ABC Sports* **Winter Olympics**, claimed to be the first interactive video cassette recorder game to be seen in Britain.

The game consists of a video tape featuring live action segments from the Winter Olympic coverage used in conjunction with a playing board designed to represent a mountain.




Points and moving instructions can be flashed on the screen simultaneously telling the player to "Pause VCR." The exact point at which the player pauses the VCR determines the points value of that turn, and the number of spaces to move on the game board.

Additional random elements are provided by "disaster" spaces on the board which cause misfortunes such as "broken ski" to happen to the player. Landing on a "snowflake" space requires the player to pick a game card. Game cards can affect the player in a positive or negative way.

Players choose from three routes down the mountain, and these vary in difficulty according to the number of potential disaster spaces along the way.

Gameplay integrates Olympic statistics, scoring and rules. The individual's strategic choice of route and events together with the random live action scoring, ensures that the outcome of every game is unpredictable.

The game, developed under licence from ABC Sports, includes a one hour VHS video tape containing more than 180 segments of nine events derived from coverage of Olympics. 60 playing cards, six playing tokens, a scoring pad and full instructions. Events include skiing, ski jump, figure skating, bobsled and ice hockey.

ABC Sports **Winter Olympics** sells for £19.95.

## Cheap Spooks

■ **Activision's** back catalogue of games – including **Ghostbusters, Eidolon** and **BallBlazer** – is being released as budget titles in a deal with **Mastertronic**. Eight bit games will sell for £1.99 or £2.99 and 16-bit at £9.99.

The deal will also mean that future Activision games will also appear as budget titles at a later date.

## Demon Stalker.

■ Here's yet another **Gauntlet** clone. This time from **Electronic Arts** for the C64. Called **Demon Stalker** it offers 99 challenging levels of mazes all with different goals, messages, monsters and magic. Waiting on level 100 is Calvrak the Demon ready for battle. Each level contains keys, scrolls, chests, food, bells and magic. The items can be either good or evil. Health and strength points increase as you master each level. Monsters spill forth from special vortex generators. They keep on coming until you have destroyed the generators. Familiar, huh? **Demon Stalker** contains a complete menu driven construction set which allows you to either build your own game from scratch, modify any of the existing levels, or practice play any level. It'll set you back £9.95 on tape £14.95 on disc.

## Iron Boobs!

■ If you are into fantasy games you already know that this genre has inspired many artists to produce fabulous work.

If you're a fan then check out **The Guide to Fantasy Art Techniques** published by **Paper Tiger** at £6.95.

The book looks at the lives and works of eight of the top eight fantasy artists, including **Boris Vallejo**.

## Budget Blues.

■ The time of the year when the whole of the working population trembles in fear is fast approaching. Yes, The Budget is upon us once more. It's the time when the Chancellor of the Exchequer balances the country's books.

If you think you could do a better job than the man at Number 11 Downing Street, then check out **Yes, Chancellor** from **Topologika**, the simulation game which allows you to control inflation, taxation, interest rates, social services, wages and foreign trade. The object of the game is to stay in power. It's available on the Amstrad at £9.95.

## Music a go go!

■ If you're in a band and think your music deserves a wider audience then why not contact the **Go!** label? If you've got the nifty **Trantor** game you'll know that on the b-side of the tape there's music from a band called **Resistor**. Your band could be on the next Go! tape if the people behind the label like it. Just send your demo tapes to Richard Tisdall at Go!, Media Holdings Ltd, Units 2/3 Holford Way, Holford, Birmingham B6 7AX.

## Beauty and the Beast!*

■ Artmaster **Chris Achilleos** has a brand new book of his stunning work out right now. Chris, who created the October '86 C+VG cover, has put together a collection called **Beauty and the Beast**. It's available from good bookshops, or direct from Dragon's World Ltd, Paper Tiger Books, 19 Hereford Square, London SW7 4TS at £11.95 hardback, £6.45 paperback.

* Not Chubbie Williams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COMMODORE

# PACKS THE

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[illegible] Alien Robots [illegible] arcadeers in KONAMI [illegible] coin-op hit. Negotiate electric force fields and overcome wave upon wave of fiendish aliens. An essential game for all your arcade addicts!

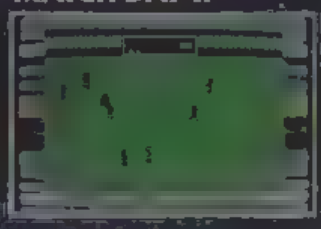

# E BIG BYTES

| | COMMODORE | AMSTRAD |
|---|---|---|
| DISK | £12.95 EACH | £14.95 EACH |
| | COMMODORE | SPECTRUM +3 |

## COMBAT SCHOOL

[illegible] a mission, if [illegible] got the guts, in COMBAT SCHOOL. Work your way [illegible] seven gruelling events [illegible], KONAMI'S arcade blockbuster, and if you don't make the grade there's a [illegible]

## MATCH DAY II



[illegible] computer soccer. Jump, head, volley and kick (using the kick meter) with automatic deadball set ups and goalkeeper control. DIAMOND DEFLECTION SYSTEM™ ensures realistic ball ricochet with [illegible] and sound FX [illegible] footballs for your [illegible]

## Reviews this issue



GAME OF THE MONTH C+VG

# RASTAN

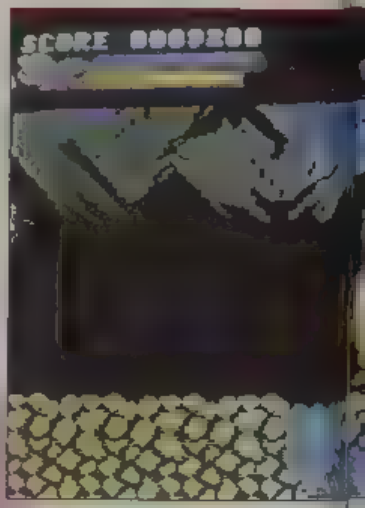
- MACHINES CBM 64/SPECTRUM/AMSTRAD
- SUPPLIER OCEAN
- PRICE SPECTRUM £7.95 CASSETTE SPECTRUM +3 DISK £14.95. COMMODORE 64 £8.95 CASSETTE COMMODORE DISK £12.95. AMSTRAD £8.95 CASSETTE, AMSTRAD DISK £14.95.
- VERSION TESTED COMMODORE 64
- REVIEWER EUGENE

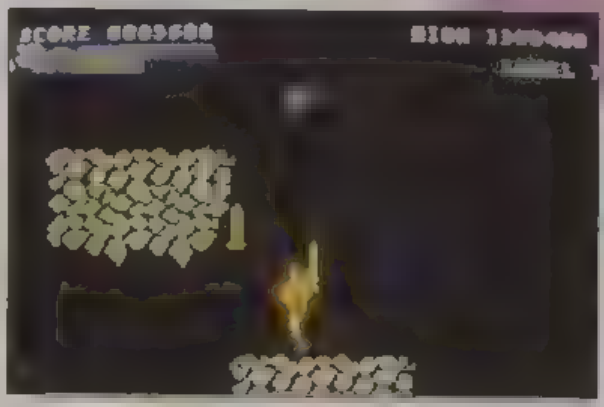
*Rastan Saga* was one of the coin-op hits of last year and definitely high up on my list of personal favourites.

Something strange has happened in the conversion of the game to the home systems – it's lost the saga out of its title. Programmer John Megan explains "It's to do with the different versions of the game that have been released around the world. The game is called *Rastan Saga* in the USA and includes a feature where bats are released to administer speedy death if the warrior hangs around too long." The Ocean version is licensed from the Japanese manufactured Taito original and does not punish you with bats if you dally. It's no push over though and there are bats a plenty in certain of the caves and caverns.

If you have not tried this game in the arcades let me describe it to you. Imagine the sword-wielding scraps in Palace's Barbarian, throw in a chunk of Montyesque platform puzzles, and a large measure of arcade action – collecting and using various weapons and planning your route.

The game is an accurate copy of the coin-op in that it is divided up into six levels – each of these levels being in two parts and of a progressively difficult standard.



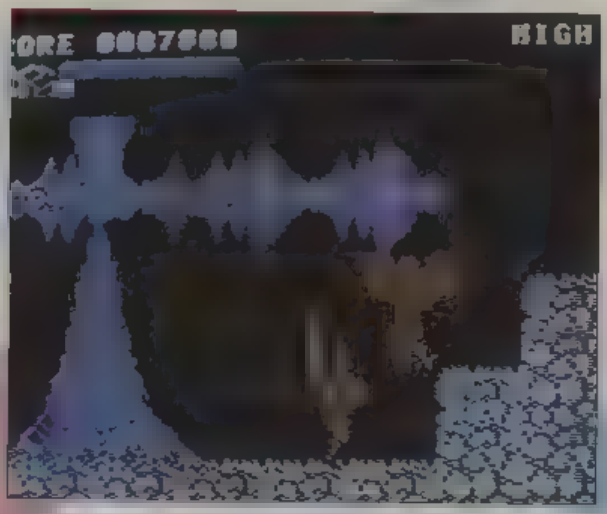

Like all warrior games there is a story which tells of evil doings and super heroes giving the nasties a right good going over and restoring peace and tranquillity to a once-troubled land.

You play the part of Rastan the warrior king who must confront the evil wizard Karg who has unleashed hordes of monsters on the land. When you finally come face to face with Karg he assumes the awful appearance of a multi-headed dragon. To slay him, each head has to be individually topped off. Not easy – take it from me.

# N SAGA

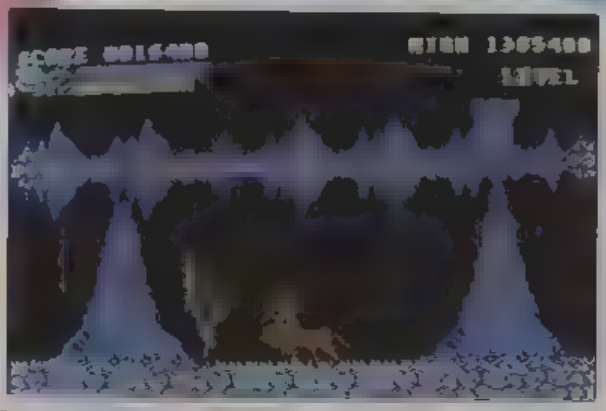
GAME OF THE MONTH C+VG

REVIEWS C+VG 2


**Level One** starts you off on a nice 'n' easy flat rocky terrain where you can see the nasties edging slowly towards you from afar - allowing plenty of time to swing your sword out and waste them before they can get too close. This does not last for long though, as you soon find you have to climb up ropes swing across caverns and hop from ledge to ledge if you are to get the fireball sword, hidden somewhere in this level.

Things get harder in the forests of **Level Two** where you are likely to make your first encounter with some of the nastier nasties. Prominent amongst these is the winged





man who attacks when you are attempting to cross a river by hopping from raft to raft as the water bobs up and down. As with all the levels there is a second stage set in the palace of Karg - which must be completed before the next level loads. Yes, it is multi load but there is no other way this huge arcade adventure could be converted. Disk versions will load the various levels automatically.

If you get to **Level Three** you will have noticed the similarity of the levels in terms of layout. This is entirely consistent with the original coin-op but none the less introduces an element of repetitiveness that spoils *Rastan* slightly.

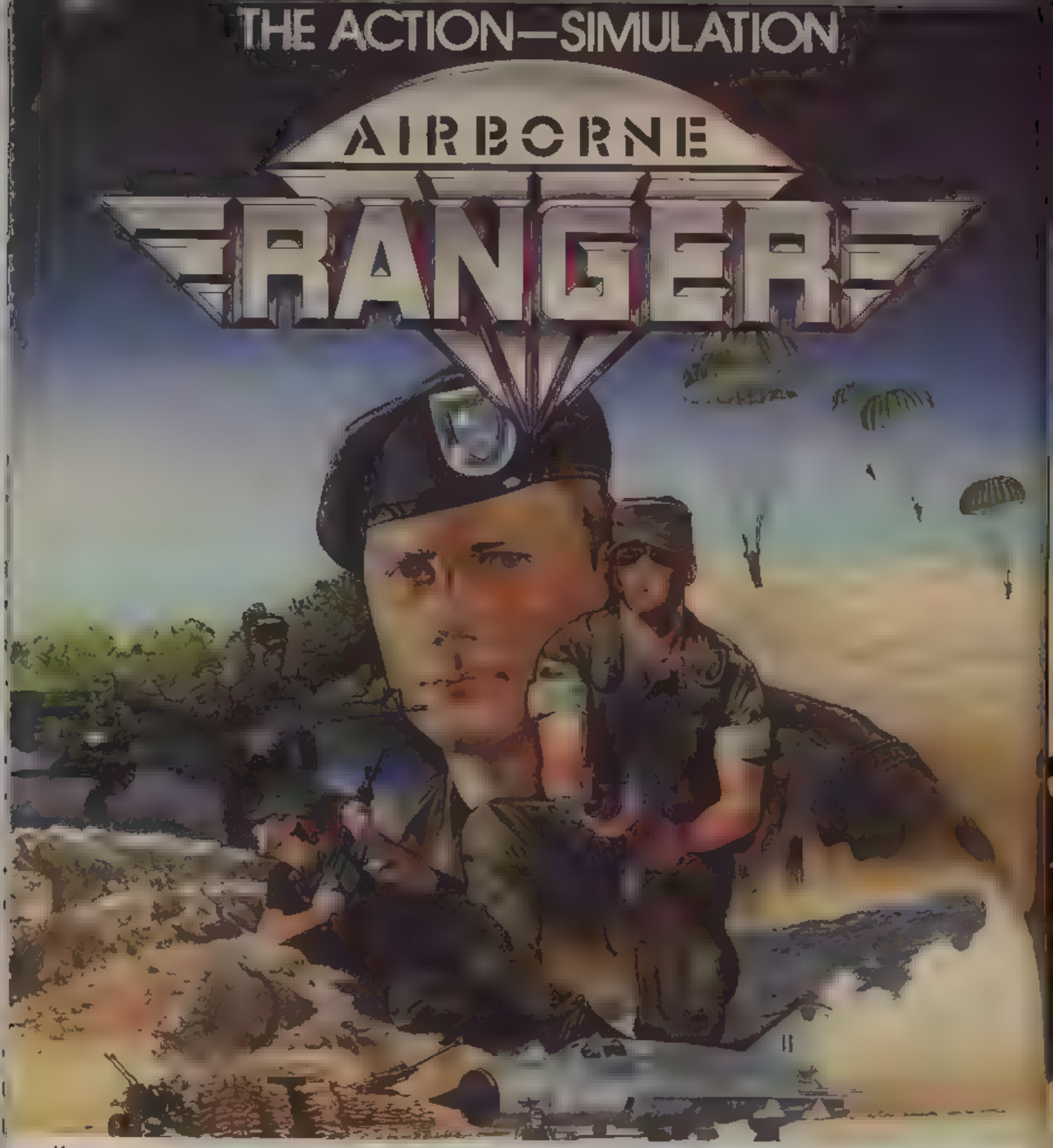
**Level Four** is where you start to wonder if you are ever going to complete the game. The nasties are ganging up and attacking in waves. Larger, tougher baddies come at you - like the Gigas and Chimeras.

The second part of **Level Five** offers a welcome change in background graphics with caverns rather than castle ramparts. Stalagmites n' tites stab the air and ground and you also have to lop off the head of a giant dragon at the end of this level. Killing this mother is tough enough, but nothing by comparison with the multi-headed monster that awaits you on **Level Six**.

Gargoyles and fire-breathing dragons will try to thwart you in meeting Karg head-on in his multi-headed dragon guise. You will need all of the combat skills that you have mastered in previous levels if you are to win this one and read the congratulatory message at the end of the game.

John Megan's interpretation of Rastan is a competent rendition, incorporating most of the games magic. The real problem with the conversion is that the graphics just fail to impress in the way they stunned in the arcades. As it is, it's just another good coin-op conversion and the game genuinely deserves better.

| | |
|---|---|
| ▸ GRAPHICS | 6 |
| ▸ SOUND | 6 |
| ▸ VALUE | 7 |
| ▸ PLAYABILITY | 7 |

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# STAR WARS

- MACHINES ATARI ST SPECTRUM, COMMODORE 64 AMSTRAD CPC RANGE, BBC (INC ELECTRON AND MASTER)
- SUPPLIER DOMARK
- PRICE £19.95 (ST)
- VERSION TESTED ATARI ST
- REVIEWER DAVID

Classic film, classic coin-op, classic game – that's *Star Wars*.

There can be very few of you reading this that have not either seen Star Wars the movie or played Star Wars the coin-op. Even today, with the technical and graphical breakthroughs that have been made during the four years since the coin-op appeared, it still remains a classic and is regarded by many as the best game ever to grace an arcade hall.

Now, as the film says, the story continues with the release of *Star Wars* the computer game.

The first version to be launched is intended for the Atari ST and what a little cracker it is! Who says that vector graphics are dated.

the rebel's home planet, pilot existence.

Although Darth Vader, leader of the Rebel forces, believes the Death Star to be indestructible, the rebel's computers have unearthed the one weak spot in its design, an exhaust duct leading straight to its core.

As Luke Skywalker, your aim is to get as close to the duct but first you must eliminate a handful of Empire fighters, destroy the planet's ground based laser towers and bunkers and finally flying along the heavily guarded trench that surrounds the Death Star.

At the end of the trench lies the exhaust port. The Death Star can only be destroyed by planting a proton torpedo in the port as you zoom over it at high speed while at the same time using vast quantities of The Force to avoid Empire bashing before tea.

Throughout the game has been recorded with great attention to detail. Consequently it captures the planet's mood and perfect playability of the original right down to the digitised speech and sounds in the right places.

The sad thing about Star Wars is the disappointment of the eight bit versions.

The 64 version gets close to it but fails to really simulate the feel of the coin-op. Sure this is probably in part due to the sluggishness of the 64 in producing 3D

laser cannon ... the horizontal ... ers that ... in your ...

Miss your target and you are faced with the penalty of the task of staying alive for a second ... completely ... the Death Star begins getting another shot ... the port. If you hit the shot, however, you can sit back and enjoy the sight of the Death Star exploding into a thousand pieces and ... its back to base for another hot ...

vector graphics. BUT however you cut it, *Star Wars* is not going to rank as one of the 64's best coin-op conversions this year.

The Spectrum version is much better, benefiting from the superiority of the Speccy in generating fast 3D images. Somehow, from *Starglider* to *Alien Highway* the Speccy kicks the hell out of the 64 on fast 3D games. *Star Wars* Spectrum version reflects this.

... side as far as Speccy is ... concerned the sound effects are virtually non-existent, which is a great shame.

*Star Wars* the computer game will be a hit with fans of the film, the coin-op and fast action arcades in other words everybody.

| | |
|---|---|
| GRAPHICS | 9 |
| SOUND | 10 |
| VALUE | 9 |
| PLAYABILITY | 9 |

# MEGA-APOCALYPSE

FIND STRANGE AND EXCITING NEW WORLDS

*then blast them to pieces!*

marlech

# KNIGHTMARE

REVIEWS C+VG 4

- MACHINES CBM 64/SPECTRUM
- SUPPLIER ACTIVISION
- PRICE BM64 + SPEC £9.99
- VERSION TESTED CBM 64/SPECTRUM
- REVIEWER PAUL

Televis on and computer games rarely m x It seems that the ancients who contro the airwaves are totally gnorant about the mil ions of peop e who p ay computer games

So when *Knightmare* the televis on programme surfaced last year the event was no less than stagger ng For the first time the elements of l ve ro e p aying adventure games, stunn ng y br l iant computer graphics and te evision and be ng skl fully b ended nto a h gh y entertain ng show The team beh nd t nc ud ng game des gner Tim Ch ld, should be congratulated. And Anglia TV deserves a pat on the back for having the guts to go for t

Now Act vision s game of a game show is out The televis on formula has been adapted nto more of a stra ghtforward arcade adventure

You play a knight placed n the dungeons of Damon a Castle The aim is explore, surv ve and escape

In the te evision programme the Dungeon Master Treguard would appear at various t mes to guide the adventur ng knight with clues h nts and help He a so appears n the game to monitor your progress.

As your kn ght moves through the dungeons a nice feature here s that each screen fl ps over ike the pages of a book encounter ng various nhab tants oracles one good, one bad, guards, puzzles etc You can use word commands to commun cate with those you encounter Also to pick up drop and use things Your kn ght's l feforce s shown by a burn ng candle on the edge of the screen

On the Knight's travel you can also atta n magical powers which allow you to ndulge in a ittle Spe lcast ng

These spells are

Anvr – This hovers in the air unti it is commanded to fal and crush

Caspar – This is a key which opens certain doors in the castle

Alchemy Th s spe turns peop e nto gold spheres wh ch can be co lected as treasure

Ice Th s spe l does what its name impl es – turns people into toads.

Metamorph Changes characters into other beings.

It s also possible to engage your kn ght n a ittle bit of combat But don't expect *Barbarian*-sty e action All you have to do is move next to the character who s the object of your aggress on and h t fire repeatedly for the battle to commence

Arcade adventurers everywhere should find *Knightmare* a thorough y enjoyable game I know I did.



| | |
|---|---|
| GRAPHICS | 8 |
| SOUND | 8 |
| VALUE | 8 |
| PLAYABILITY | 9 |

# MATCHDAY II

C+VG HIT!

- MACHINES SPECTRUM/AMSTRAD
- SUPPLIER OCEAN
- PRICE £9.95
- VERSION TESTED SPECTRUM
- REVIEWER PAUL

Stand by for an outbreak of tough matches in the footbal game stakes The market s about to be b tzed by them First we ve got Jon R tman s *Matchday II*, then *Football Manager II*, *Gary Lineker's Super Star Soccer* a Peter Beards ey game on the way and, of course the re-release of *Peter Shilton's Handball Maradona*

So f you're out to score with a foot e game there s plenty of cho ce

*Matchday II* comes highly recommended It has taken *Matchday* as a bas s to bu ld on, and the improvements are worthwh e

So what do you get? It's a one or two player soccer simu ation which a lows you to vo ley lob, backheel and kick ground shots with vary ng degrees of strength You can also jump head the ba l and barge other players

There is also a league championship and cup competi tion for good measure And if you're running a league or cup competi tion up to seven peop e can take part

Matches can ast for 10, 20 or 30 m nutes so you can fit quite a lot into a couple of hours play

Control of members of your team automatical y sw tches to the person nearest the ba l

The k ckometer shown at the top of the screen and above the player s head determ nes the kick pressure if s very hard, l is medium, is very soft and l is a backhee

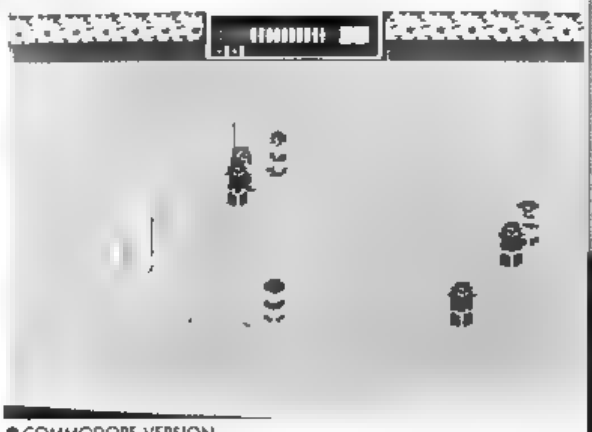
You take corners, throws, corners goalk cks, and ntercept a pass

The game a so includes something cal ed the d amond deflect on system Th s adds rea sm to the way a ba l def ects off a p ayer

In practice the bal responds not only to the angle the player is stand ng and the ball d rect on, but a so to the d rect on he is mov ng, nc uding if he is jumping, and also detects his forehead for extra contro

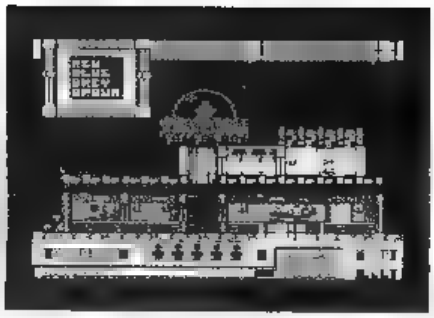
| | |
|---|---|
| GRAPHICS | 8 |
| SOUND | 8 |
| VALUE | 5 |
| PLAYABILITY | 10 |


● SPECTRUM VERSION



● COMMODORE VERSION

# RISK



▸ MACHINE CBM64/128
▸ SUPPLIER THE EDGE
▸ PRICE £8.95 CASS/£12.95 DISK
▸ REVIEWER JOHN

How could The Edge ever improve on its fabulous *Shadow Skimmer*? That's the question I asked when RISK was delivered into my hands. I admit I expected to be disappointed.

My fears were, thankfully, unfounded but only because RISK is a superbly different game rather than a technically superb piece of software.

Come closer and let me explain.

You play a RISK – Rapid Intercept, Seek and Kill operative, the suicidal kind of person who is called in by Galactic Command to solve problems where all else has failed. This time the mission takes you to Christon 3, on whose surface is an important Space Weapons Research Establishment. They've obviously been watching too many Star Trek films because they've put in an SOS claiming that they're under attack from unidentified alien craft.

Galactic Command has ordered the scientists to leave the base and scatter on the planet's surface, ready for a rescue ship to pick them up, but since the command was issued no further communications from Christon 3 have been received. The surface of the planet is volcanic, mountainous and naturally unexplored. The research establishment is underground and connected to the planet surface by a construct called The Tube. Your primary objective is to destroy all the aliens on the planet but you must also rescue as many scientists as possible and enter the underground complex to retrieve ammo, experimental weapons parts and the blueprints of a new super weapon.

You start the option home base where you can use the command computers to set up the Commodore's display and sound capabilities. Once that's done, stand in front of your ship and press FIRE. You've taken to the map room where you decide which sector of Christon 3 you'll invest gate first.

It's a big place, so keep a note of where you've already been, and many sectors on the map are uncharted. It's also your job to fill the map's banks by flying into the uncharted area, destroying and exploring. When you've completed that sector, it will be added to your chart.

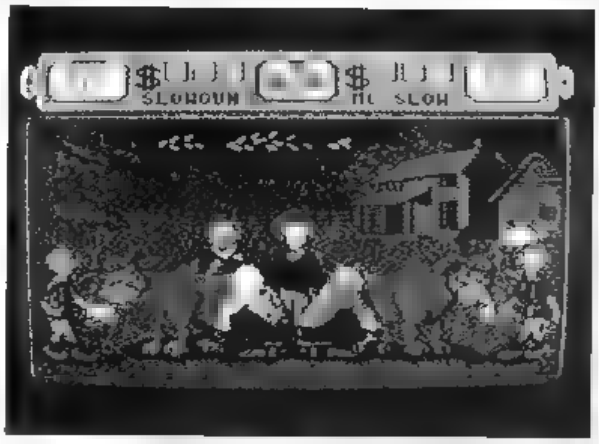
You launch into each sector from a mini pad which'll restock your ammo and repair your damage every time you land on it. Sounds useful, but when you're in combat with an alien fighter it's difficult to break off and return to base.

I've always thought that The Edge had some of the most creative and imaginative people in the software industry and *RISK* proves me right. Every detail has been well worked out, there's little repetition on the planet's surface and the ships – both friend and foe – are finely detailed. Added to that the action is all you could wish for in an arcade game and there's little sign of characteristic Commodore jerkiness.

| | |
|---|---|
| ▸ GRAPHICS | 8 |
| ▸ SOUND | 7 |
| ▸ VALUE | 9 |
| ▸ PLAYABILITY | 9 |

# WESTERN GAMES

▸ MACHINES AMSTRAD CPC, ATARI ST
▸ SUPPLIER MICROBYTES
▸ PRICE £9.99 CASS/£14.99 DISK
▸ VERSION TESTED AMSTRAD
▸ REVIEWER JOHN




Those John Wayne westerns on the box have always failed to show one important aspect of a cowboy's life. Sure, there's guns singing, cattle rustling, guns singing, fighting Indians, guns singing and robbing stagecoaches, but what happens when the sun sets and the dollars run out?

Microbytes has come up with the answer. 100 years after most cowboys hung up their horses, and has converted those *Western Games* onto the computer. Your host in this Yank version of the High and Games is a gun-toothed old timer called Tottie. He pops up in the instructions to give you skill clues for each of the six games – and are they weird with a capital everything.

The games are rough and to spare you none of the embarrassment involved in competing each event is displayed in glorious high-res technicolour which may not be surprising on the ST but is some achievement on the CPC. Only a few parts of each display are required to move, though, so perhaps the feat isn't too miraculous.

First up you've got arm wrestling. But not your mickey-mouse Brit version. The contests held over a candle so the first arm that hits the deck gets cooked into the bargain.

Two human players can take part as in all the games, but if you decide to take sides against the computer instead, be careful. Its player has been known to use two arms when referee Beanpole Fred nods off to sleep, as he often does.

Arm wrestling is all about strength and you get yours by waiting for the arm on the status display to enter a strong phase. When you think it's as strong as it's going to get pull back on the joystick so that, hopefully, the match and your arm goes in the right direction.

Beershooting is next and it's about as hazardous as heavy drinking. The bottles are held by the village idiots and don't forget murder is a hanging offence, even if it's in play.

The idea is to hit five bottles with bullets faster than your opponent – yep, it's fast draw by any other name. The longer you take to draw the more nervous you become. Your gun hand starts shaking until you risk missing the target when you pull your trigger.

Your opponent is not a little drunk so you can wait and see if he misses before calmly drawing your weapon, but make sure you hit all five bottles or you'll have to start the round again and the computer rarely misses twice, even when he's supposed to get as nervous as you.

Dancing is reduced to a lout's pastime in this game. The idea is to keep in step and time with your partner.

Baccy-spitting? Yuk! I refuse to partake of this game. Ah, is this a six shooter I see before me? Well, Okay, I'll have a go. I've been taught the technique of spitting tobacco into a pot by one of the best – Tottie. First, bite off a quid of baccy, chew it for a while, set the angle of spit, set the strength of spit and, lob it.

Finally, thank the great cattle gods, the Milking contest is good for a laugh. You have a milk can to fill and to do it squeezing on those udders, you've got to match your joystick pumping action with the throb of the udder indicator in the status panel.

Well I'm thoroughly disgusted. My jaws ache, my trigger finger's all but dropped off and my wrists seized up, but still I enjoyed this unique game.

| | |
|---|---|
| ▸ GRAPHICS | 8 |
| ▸ SOUND | 7 |
| ▸ VALUE | 8 |
| ▸ PLAYABILITY | 8 |

# Jinxter

[illegible] and The Guild of Thieves comes Jinxter, a sophisticated and immensely humourous adventure from Magnetic Scrolls

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CASCADE

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▸ VERSION TESTED: CBM 64/ AMSTRAD
▸ REVIEWER: PAUL

# OUT RUN

*Out Run* perhaps the ult mate coin-op driving game for speed spills and thrills. It s a winner the thoroughbred of the arcades.

There's little doubt in most people s minds that the US Gold conversion will hit the number one spot. But at the time of writing that's still in the future.

But one thing s for certain. If you are expecting the conversion to be as good as the arcade marvel you. l be in for a disappointment. What you get is really an approximation.

Despite the claim that *Out Run* has taken "nine months for numerous programmers to develop the graphic design and game play" there s the impression that the Commodore 64 version has been rushed.

The game is a race against time to complete the selected course and reach any of the five goal lines to become a winner.

*Out Run* puts you in the seat of a Ferrari Testarossa Convertible capable of a 185 mph top speed. A real one would set you back a cool £85,000.

On the road to victory you must also avoid obstacles and collisions. If you run off the road your girl who appears to be dark-haired rather than blonde as in the arcade version turns and appears to slap you. If the crash is more severe you both end up sitting stunned on the verge and she points an accusing finger at you.

There are two gears - high and low - which can be used to accelerate, decelerate and manoeuvre through the curves. In principle you select low gear to get through curves and high gears [illegible]

Points are scored for driving well but if you fail to complete the course within the time limit you are disqualified and it s back to the start. You can choose to follow any of the five courses, each with different scenery.

The graphics are rather blocky, especially the roadside buildings and crowds. The lines across the lower half of the CBM version I found really annoying. But the sound and music are really great.

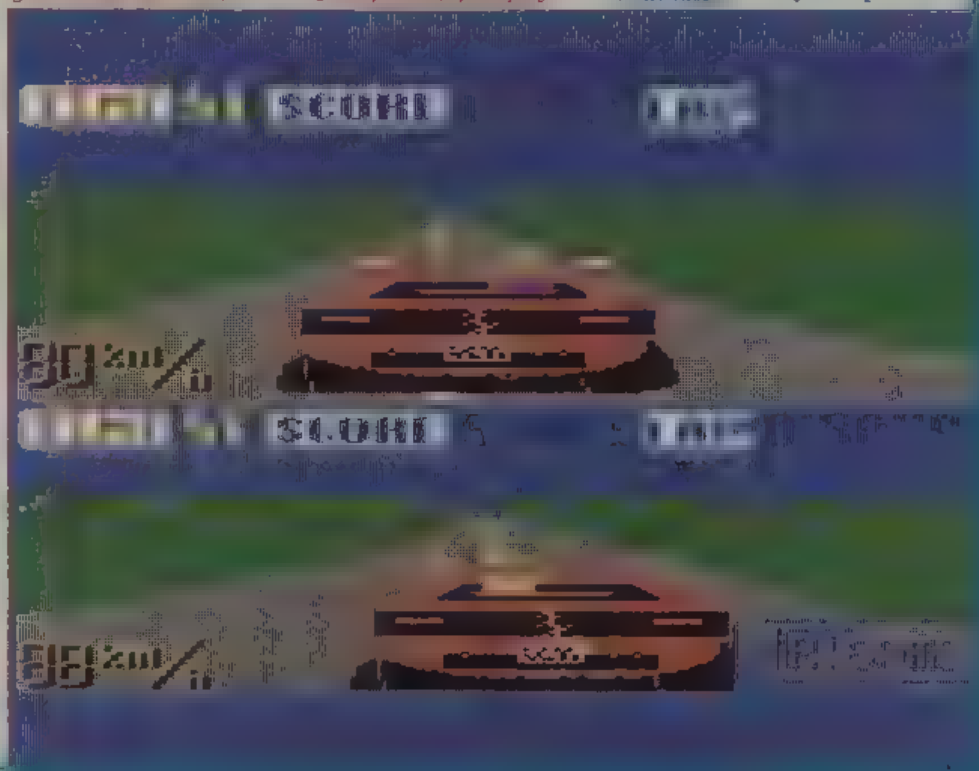
But when it comes down to it a driving simulation must be drivable. And that s where I felt it was lacking. For too much of the time I felt I was out of control and getting nowhere.

And now for the Amstrad version. What can I say? Words such as travesty leap to mind. Surely there s some mistake. This isn t the *Out Run* we know and love. This s something else, something indefinable, something which wants to make you scream and bang your head against the nearest solid object, something you will regret spending money on.

It's a nightmare to load and a nightmare to play. The sound is appalling. When you skid it sounds like a [illegible] and [illegible] sound [illegible] unacceptable [illegible] circles. The graphics fail to impress. At one stage I was hurtling along at more than 200 KHM and had the distinct impression that I was going backwards.

If you are really determined to get a copy for your Amstrad, please, please, please ask for a demonstration before you buy it. It could save you a lot of heartache.

| | CBM | AM |
|---|---|---|
| ▸ GRAPHICS | 5 | 4 |
| ▸ SOUND | 9 | 1 |
| ▸ VALUE | 6 | 1 |
| ▸ PLAYABILITY | 5 | 2 |



C+VG REVIEWS 7

# GRYZOR

- MACHINES AMSTRAD/SPECTRUM/CBM 64
- SUPPLIER OCEAN
- PRICE SPECTRUM (£7.95/£14.95 PLUS 3 DISK,/AMSTRAD (£9.95 CASS/ £14.95 DISK)/CBM 64 (£8.95 CASS/£14.95 DISK)
- VERSIONS TESTED AMSTRAD/SPECTRUM
- REVIEWER PAUL

Welcome Lance Gryzor stra gh from the Arm e S clone zone a muscles murder and mayhem And get a oad of his weapons A t of them designed to take an a ien s head off w th ease

Coin op fans w l already know what s n store w th th s Konami convers on – Action with a capita A

And to be honest I haven t enjoyed a straight a shoot em up so much since E te s *Ikari Warriors*

So let t get down and get with it

Al en creatures ca ed the Durrs from the p anet Suna have somehow inf trated the earth s defences and set up heir HQ and created an APP Atmosphere Processing P ant This f en ish dev ce is capab e of contro ling the weather and the idea is to bring about another ice age

Step forward man mounta n Gryzor H s mission is to put the heat on the Durrs and stop the b g freeze And to do that he must inf trate he complex, col ect weapons destroy ng g [illegible] he manages to reach the centre of mischief

The game p ay is sp it into three sect ons each of wh ch is loaded automat ca y when a leve is comp eted

The first sect on cons sts of three scenes n wh ch Gryzor nit a y equ pped w th a mach ne gun blasts h s way a ong a threat er sc ll ng landscape avoiding the guards taking out machine gun nests and hopeful y co lecting extra weapons The first scene ends w th [illegible] blasting through a [illegible] involves thread ng your way through tunne s to a contro room The fina b t of th s sect on s the destruction of the contro room

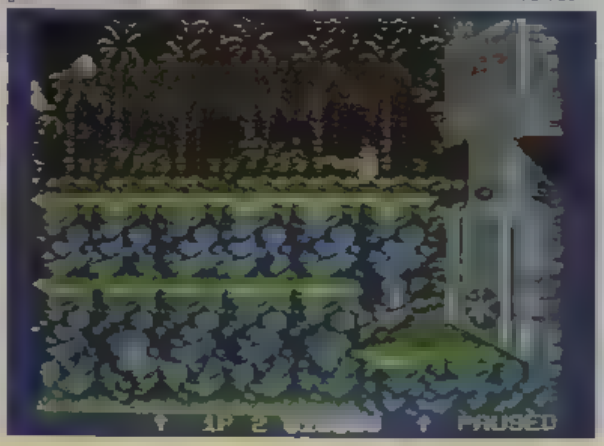
The m dd e phase of the game is v tual y a repeat of the first on y more d ff cu t

Fina y Gryzor reaches the APP Th s fina part of the game comes n two sect ons First a batt e through the APP to the a ens mother ship And fina ly into the sh p and then destroy it

The weapons Gryzor can f nd watch out for "weapon eag es" are rap d f re mach ne gun scatter gun w th three directional f re (I found it is the most use u of weapons laser g n and barrier wh ch g ves temporary nv nerab ty

At first thought the co ourfu Amstrad graphics were rather garish with everything blurring n o one but t is was hasty dgement and I soon got used t t The Spectrum vers on s okay but s ffers n compar son w th the Amstrad but t is st ve y p ayab e

This game is highly recommended Why not start the New Year grapping w th *Gryzor?*




| | AMSTRAD | SPECTRUM |
|---|---|---|
| GRAPHICS | 8 | 7 |
| SOUND | 8 | 5 |
| VALUE | 8 | 8 |
| PLAYABILITY | 9 | 9 |

# COMBAT SCHOOL

- MACHINES 64 SPECTRUM AMSTRAD
- SUPPLIER OCEAN
- PRICE COMMODORE £8.95 CASS £12.95 DISK) AMSTRAD £8.95 CASS £14.95 DISK), SPECTRUM £7.95)
- VERSION TESTED C64
- REVIEWER EUGENE

When [illegible] Combat School aga nst Mar [illegible] keyb ard p aver at the Fa ty [illegible] Ce tre n [illegible] Stee of [illegible] Mark Ke y [illegible] of t p ay t e Konami game

Not [illegible] one [illegible] drop names or anything [illegible] how ough a gam [illegible] *Combat School* s when came up aga nst [illegible] Mar [illegible]

Event one s h **Assault Course** w [illegible] the joys [illegible] way [illegible] shake [illegible] make [illegible] ask [illegible]

swing [illegible] bar and then mak [illegible] ad dash for the f nish g [illegible] as th [illegible] kicks away

The **Rifle Range** s w e [illegible] ess an [illegible] get real y to [illegible] n far w [illegible] p ayed the game aga nst Mark [illegible] may have [illegible] Mar [illegible] p aver for [illegible]

The **Arm Wrestling** [illegible]

[illegible] **Man Race** [illegible] second assa t [illegible] m th ug [illegible] requires you to cross [illegible] head of a [illegible]

[illegible] you [illegible] Combat School [illegible] guara teed severa ho s [illegible] Poss b y the best [illegible] ever [illegible] deserv ng [illegible] HIT

| | |
|---|---|
| GRAPHICS | 8 |
| SOUND | 8 |
| VALUE | 9 |
| PLAYABILITY | 9 |

C+VG HIT

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# EYE

- MACHINE CBM 64/SPECTRUM 48/128K/SPECTRUM PLUS 3/ ATARI ST/AMSTRAD
- SUPPLIER ENDURANCE GAMES
- PRICE £9 95 (SPECTRUM/CBM 64, AMSTRAD CASS)/£14 95 (CBM/ AMSTRAD DISK AND ATARI ST)
- VERSION TESTED CBM 64
- REVIEWER PAUL

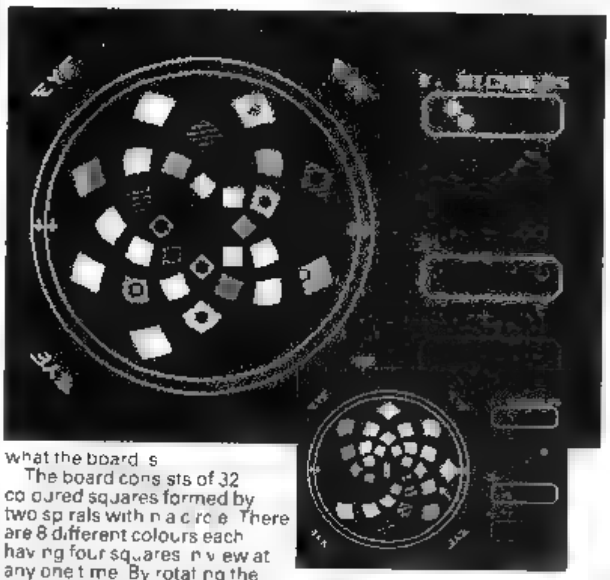
Hey, cosmic, man Pretty colours all moving about in ever-changing spirals. This is weird

But stick with it because *Eye* based on this year's big board game smash is confusing at first sight, simple to learn once you actually start playing and has that hook, hook, hookability to keep you playing for eons

If you get *Eye* for Christmas either on computer or board game the whole family will have a fun time

As I said before I didn't really understand the game until I started playing and the realisation suddenly dawned It's basically a simple idea, much easier than chess to learn but just as complex in its endless strategies.

But before describing the aim of the game, it's best to know what the board is



The board consists of 32 coloured squares formed by two spirals with in a circle There are 8 different colours each having four squares in view at any one time By rotating the spirals it is possible to change the visual position of the squares of each colour The position of the squares of each colour is called a pattern and by rotating the spirals you will notice there are four patterns the Long spiral, the Short spiral the Straight Line and the Circle Got it? You will don't worry

A so shown on the board is the player's Status box This is used initially to indicate the number of counters to be placed by a player during set-up and afterwards to indicate "controlled colours" that a player may capture during the course of a game

Now the object of the game is to get the required number of your counters onto the corresponding colour squares on the game board Simple, eh?

Up to four people can play

The winner of a two player game is the person who manages to get four of his counters onto his colour pattern on the board Each player starts with six counters and takes it in turn to place one piece at a time onto an unoccupied square on the board

A move is made either by moving a player's own counter to an adjacent square or by moving one of the spiral wheels clockwise or anti clockwise A player on their turn may move their counters and/or turn the wheel in any combination or direction up to the total number of moves allowed A player is not allowed to place a counter on an already occupied square nor to "jump" over occupied squares

The rules for three or four players are much the same

You can see the complexities that are already beginning to build from a simple idea All that is left to say is play the game

And don't forget to check out the packaging It's probably the most lavish we've seen for a reasonably priced game

There is also a book on the market which apparently, includes all the spiral patterns that can be made on the board game So it looks as though there's an *Eye* industry beginning to grow We've even heard that and *Eye II* could be in the offing

| | |
|---|---|
| GRAPHICS | 8 |
| SOUND | 8 |
| VALUE | 10 |
| PLAYABILITY | 10 |

C+VG HIT!

# TETRIS

- MACHINE ATARI ST/AMIGA/C64
- SUPPLIER MIRRORSOFT
- PRICE CBM 64 £8 99 (CASS)/ £12 99 (DISC)/ST/AMIGA £19.99.
- VERSION TESTED COMMODORE 64 TAPE
- REVIEWER DAVID

*Tetris* has got to be one of the most addictive games released this year Originally programmed in Russia on the IBM this wonderful arcade puzzler is being converted to most major 8 bit and 16 bit formats in the next couple of months.

As with many of the best games, the idea behind *Tetris* is beautifully simple A variety of shapes appear at the top of the rectangular play area, and begin dropping to the bottom All you have to do, is guide the shapes down so that they fit together jigsaw-like leaving as few gaps as possible

Whenever a horizontal line is completely filled by shapes, it disappears, leaving just those lines with gaps If you allow the build-up of shapes to reach the top of the play area, the game is over

The advantages of fitting the pieces together efficiently are twofold Firstly although points are awarded for every piece placed you score bonus for every completed line Secondly the quicker you fill up a whole line, the quicker it disappears leaving more vertical distance for other shapes to fall giving you more time to work out where to put them

There are seven different shapes including Ts Ls, Is and squares As they drop, you can move them from side to side and rotate them until you're happy they are in the right orientation and are dropping in the right place

As your score builds up so does the rate at which the shapes drop down the screen Sooner or later you will start to make mistakes leaving gaps in an ever growing shape mountain

Of course the bigger the mountain the less time you have to get yourself out of the mess, and before you know it new shapes have settled on top giving you even more of a headache

By selecting one of the game's ten levels, you determine the initial dropping rate of the shapes, but the scoring mechanism elegantly compensates those that are brave or stupid enough to start on the more advanced levels, by awarding more points for each shape placed and line made Thus it is possible for players effectively playing with different handicaps, to compare their performances

Tetris is nicely rounded off with an atmospheric 25 minute sound track which fits the mood of the game perfectly

Although the game itself cannot boast amazing graphics or digitised sound effects, neither are needed and indeed would only serve as a distraction from what is a brilliant, and totally addictive game

In fact the boss of Broderbund a leading US software house has gone on record publicly as saying that turning down *Tetris* was the single biggest mistake of his commercial life enough said!

Highly recommended I wonder how many other game ideas are brewing back in the USSR

| | |
|---|---|
| GRAPHICS | 8 |
| SOUND | 9 |
| VALUE | 10 |
| PLAYABILITY | 10 |

C+VG HIT!

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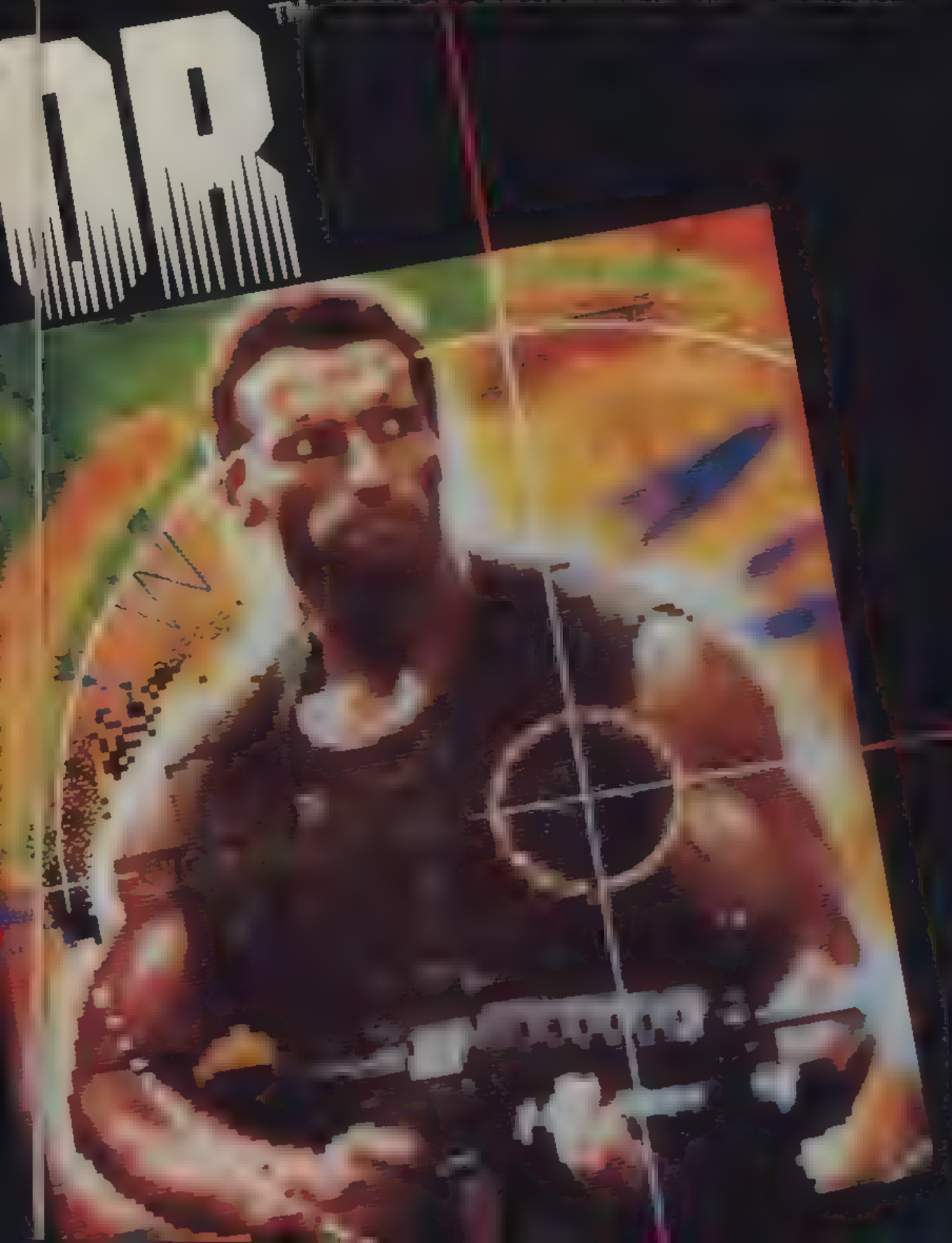


# BONE CRUNCHER

- MACHINE CBM64/128
- SUPPLIER SUPERIOR SOFTWARE
- PRICE £11.95 (disc)
- REVIEWER JOHN

Meet Bono, a friendly dragon who would make Arthur Daley proud. He lives in a seaside castle and is on to a nice little earner by making soap for the monsters who bathe in the waters around his home.

His business partner, Fozzie who is a green elfy thing and not a bear, will help you collect the skeletons you need to make the soap and protect you from the evil monsters which inhabit the lower reaches of the castle and could kill you during your bone-hunt.

Okay, that's the cute scenario finished. Now on with the game which is a load of dross – and after seeing Superior's *Zarch* I'm surprised the company could let its standards drop so low.

There are 22 maze sections in the castle, each one of which has a set of increasing dangers. Bono needs five skeletons to make a bar of soap in the cauldron which he keeps close by. Each castle chamber contains at least 25 skeletons and you need to make five bars of soap before you can progress to the next part of the castle. Once you've made them you must deliver your goods from the castle rampart to the bathing ugliies waiting in the water below.

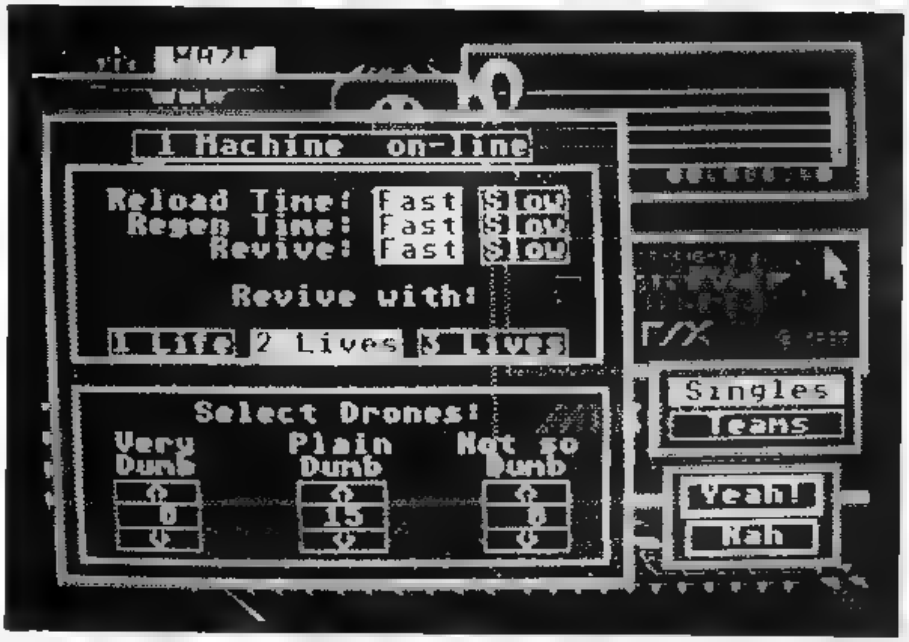
Your path through the chambers in search of bones is hampered by the most flat faced, boldly drawn monsters I've seen since the days of low resolution BBC model A arcade games – how low you can get. The slimes stick walls and floors are also infested by spiders, which like to eat skeletons, and Glooks, which'll follow the smell of soap but are ultimately harmless.

Glooks can be used to bait traps for the evil monsters which lick it if you on sight. Just use the bar of soap you're carrying to manipulate the Glooks and the marauding monster into a corner or against a wall. The monsters suffer from hydrophobia and, if they can't move they die.

Alternatively you can rely on your buddie Fozzie to keep the monsters and spiders at bay. He sticks around you through thick and thin and will hold back monsters while you pass through evil inhabited passageways. He's not invincible though, and you may have to give him a gentle push to get him going after a monster or spider's battered him senseless.

Monsters can also be destroyed if you force them down trapdoors. Some monsters may also be trapped in the sticky castle earth but you shouldn't leave them there because they could escape. Remove the earth and use the Glooks to hung the beastie.

# MIDIM




- MACHINE ATARI ST
- SUPPLIER HYBRID ARTS
- PRICE £34.95
- VERSION TESTED ATARI ST
- REVIEWER CHRIS JENKINS

If you have 16 Atari STs, or sixteen friends with an ST each, then *MidiMaze* is for you. Let us explain.

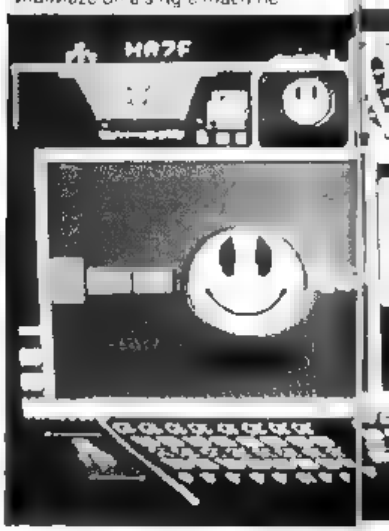
*MidiMaze* is the first game from US software company Hybrid Arts, best known for professional-standard MIDI music packages. Written by Xanth FX, the team responsible for the famous *Shiny Bubbles* graphics demo, *MidiMaze* is technically sophisticated despite being based on a very old chase around a-three-dimensional maze idea.

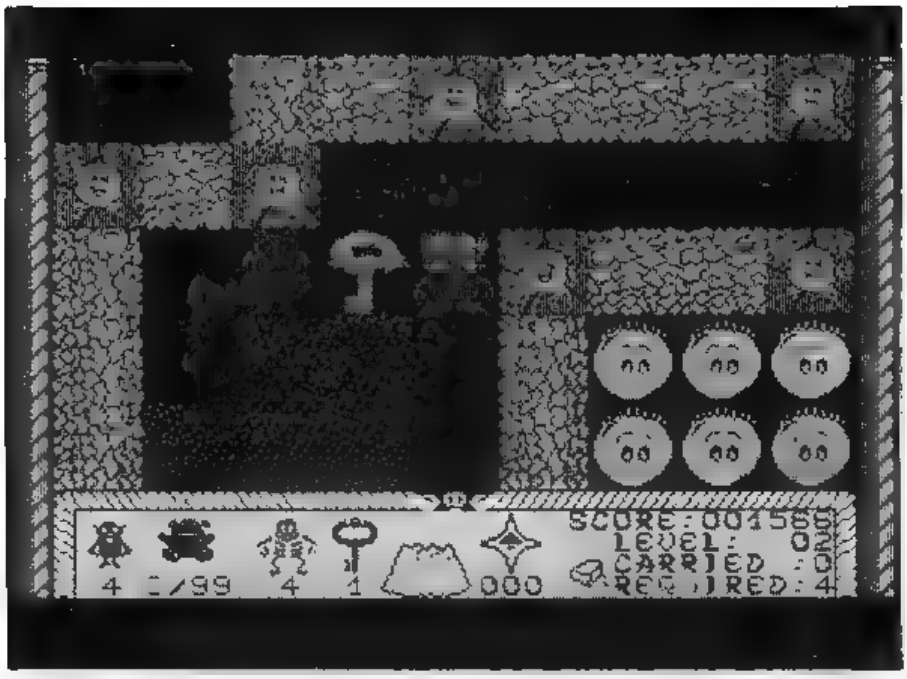
The difference in this case is that you control a homicidal Smiley Face and your task is to hunt down and exterminate fifteen other Smileys. You can chase them through the mazes blasting away, or play a waiting game, jumping out from behind walls to ambush them or sneaking up from behind. The amount of strategy involved in the game depends largely on the skill levels set for the fifteen enemy Smileys, which can be controlled either by the computer or by another player seeing the maze from his own viewpoint on his own ST.

Up to sixteen STs can be networked together using the MIDI ports, which are usually used to control synthesisers and other electronic instruments.

There's even a facility called MidiCam by which one ST can be used as a game monitor by non-players. The MidiCam machine will display a map of the maze showing the position of all the players, and switch to the viewpoint of any Smiley.

Although you can play *MidiMaze* on a single machine






down a trapdoor

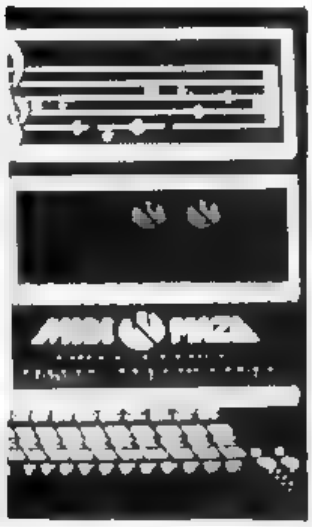
The most exciting part of the game package is the badly drawn cartoon on the back of the instruction leaflet. It makes up in some ways for the baby graphics and the antiquated BBC Super orthoners of the game

- ▶ GRAPHICS 4
- ▶ SOUNDS 4
- ▶ VALUE 4
- ▶ PLAYABILITY 5

# MAZE

the real fun starts when you get several players together. You can even play a team game by defining groups of Smileys which cannot shoot each other

- ▶ GRAPHICS 8
- ▶ SOUND 9
- ▶ VALUE 7
- ▶ PLAYABILITY 8




# CHAMONIX CHALLENGE

- ▶ MACHINES ATARI ST, PC, AMIGA, C64, AMSTRAD CPC RANGE
- ▶ SUPPLIER INFOGRAMES
- ▶ PRICE £19.95 ST, PC, AMIGA, C64, AMSTRAD CPC £9.95 (TAPE) AND £14.95 (DISK)
- ▶ VERSION TESTED ATARI ST
- ▶ REVIEWER DAVID

French software designers and programmers can always be relied on to come up with games that are a little different, often devoid of any kind of violence that makes them different from a start, and covering subjects as diverse as water skiing and blowing bubbles.

Infogrames latest release, *Chamonix Challenge*, definitely falls into this category but like many other games from the same stable, a little imagination and creativity has turned a potentially boring subject into an interesting simulation.

The subject in question is mountaineering. Alpine to be precise. *CC* gives you the chance pick one of six routes to the top of a mountain range. The routes vary in difficulty, each with its own set of challenges requiring a different mix of skills and equipment.

Having chosen a route you can also decide the season (summer or winter) and your time of departure. Both these variables affect the type of climb you can expect. Obviously if you start at the crack of dawn you'll get in a full days climbing before having to stop for the night. In the winter not only will the weather be more severe, but the number of hours of daylight is also radically reduced.

There are 22 different objects used for climbing as well as other supplies to choose from.

As in an adventure game some objects can only be used if you have others as well. For example, there's not much point in taking a set of pitons (anchor points) unless you also have a hammer to knock them into the rock.

The screen is divided into an action window and a number of sub-windows and menus which appear at the appropriate moments. The action window shows a side on view of the climber when on snow plains and slopes, and a 'behind the climber' view when he's on the rock face.

The joystick does different things depending on what surface you are on at the time. These include testing the integrity of the ground in front of you with an ice pick, jumping over crevasses, picking things out of the rucksack, hammering and inserting ice axes into the ice, and moving individual limbs up to a higher foothold on the rock face, and then dragging yourself up.

Much of the joystick control requires patience and thought rather than speed and dexterity, and some actions, notably climbing rock faces and ice slopes, are somewhat frustrating.

Other areas of the screen include a graphic of your surroundings (showing a reflection of the route ahead), the temperature, time and altitude, the state of your climber, he even shivers if you don't give him warm enough clothes, a safety guide, and a graphical display of a cable car showing the distance between you and that summit.

Other menus, such as your inventory, appear when you access parts of the screen, in this case by clicking the cursor over the rucksack.

What's good about *Chamonix Challenge* is the authenticity of the interplay between the climber, his environment, and the tools at his disposal, which can if used intelligently and correctly be used to cope with most of the eventualities an alpine mountaineer might encounter.

Make no mistake this is no arcade or adventure game, but a richly graphical, creatively conceived and implemented climbing simulation that will appeal to anyone interested in the sport, but may prove less than stimulating to the purist arcader.

- ▶ GRAPHICS 9
- ▶ SOUND 7
- ▶ VALUE 8
- ▶ PLAYABILITY 7

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# FLYING SHARK

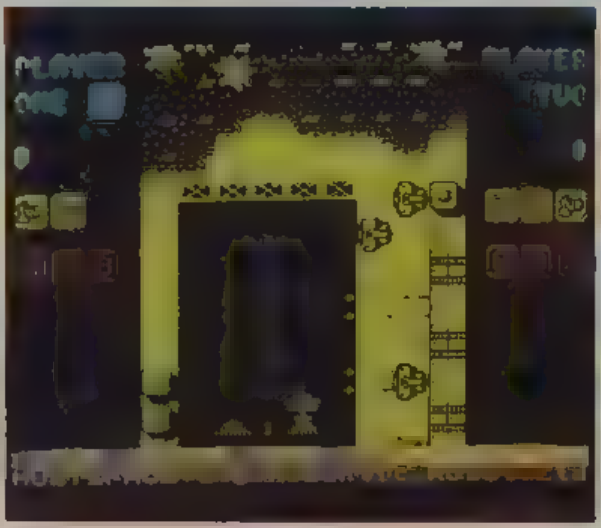
- MACHINES SPECTRUM/CBM 64/ AMSTRAD ATARI ST
- SUPPLIER FIREBIRD
- PRICE SPECTRUM £7.95/CBM AMSTRAD CASS and DISK (£8.95 £12.95 £14.95 ATARI ST (£19.95)
- VERSIONS TESTED CBM 64 SPECTRUM
- REVIEWER PAUL

Taito's *Flying Shark* may be lot from the arcades but Firebird's conversion is really only lukewarm. Somehow it just fails to come alive. The shark has lost its bite.

However, if you've never played the coin-op you won't know what you're missing.

Now it's owning up time. I've never been the greatest Spectrum fan. The games have always suffered when compared to those on the Commodore 64. But I found *Flying Shark* much more playable on the Spectrum than the 64 — was able to get much further into the game. Strange but true.

In both games you, as the one pilot, take off from an aircraft carrier, armed with an endless supply of bullets and a few bombs, to battle through five levels of planes, tanks, gun emplacements



To blast those pesky pilots out of the air, hitting the space bar enables you to drop smart bombs which can wipe out a whole screen-full of opposition

supply, although you can pick up fresh supplies.

This game is all about scoring. By blasting the yellow squadron of the sky you

red planes you get extra firepower if you can pick up the symbol.

Wiping out the blue planes gives you the chance of an extra life.

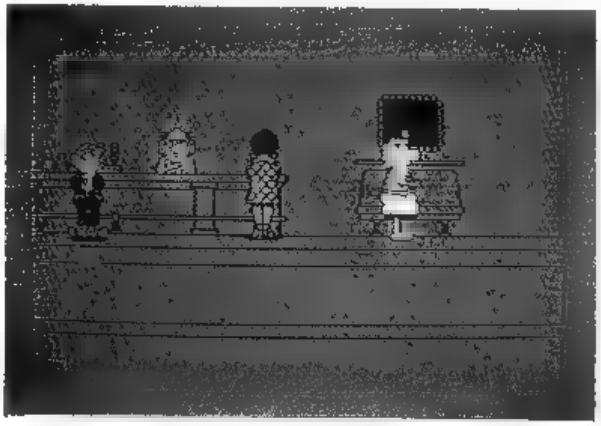
And that's basically the game. It's every-towards into the wide blue yonder. Finger on the fire button.

| | SPEC | CBM64 |
|---|---|---|
| GRAPHICS | 8 | 7 |
| SOUND | 6 | 7 |
| VALUE | 8 | 7 |
| PLAYABILITY | 8 | 6 |

# GARFIELD

- GARFIELD BIG FAT HAIRY DEAL
- MACHINES CBM 64/SPECTRUM/ AMSTRAD/ATARI ST/AMIGA
- SUPPLIER THE EDGE
- PRICE SPECTRUM (£8.99) /CBM/ AMSTRAD (£9.99/£14.99) /ST/ AMIGA (£19.99)
- REVIEWER PAUL
- VERSION TESTED CBM 64

| | |
|---|---|
| GRAPHICS | 9 |
| SOUND | 8 |
| VALUE | 7 |
| PLAYABILITY | 7 |



- MACHINES CBM 64/SPECTRUM/AMSTRAD
- SUPPLIER MIRRORSOFT
- PRICE £9.95/£12.95 (CBM 64)
- REVIEWER: PAUL
- VERSION TESTED CBM 64

# ANDY CAPP

Is th s the first computer cartoon to feature wife-beating? Also husband-battering?

Not particu arly suitable subjects for entertainment unti you realise we re n the world of *Andy Capp*, star of the Dai y Mirror's long-running and hugely successful cartoon strip.

In case you don t know about Andy, here s a brief character rundown. He's lazy, a skiver, a drunkard, a brawler and rotten to his long-suffering wife, Flo. Mr Nice Guy, in fact.

And that's before the game starts!

Anyway the game opens with Andy facing a real problem – h s dole-cheque has d sappeared and Flo wants money.

The game s an arcade adventure in wh ch you must steer Andy round the houses, pub, betting office, duck ng and div ng and wheel ng and deal ng. Al the characters from the cartoon strip are present Flo, Chalkie, the barman, po iceman and Andy s young g rlfr end.

The game is icon-control ed by joyst ck and four cons. These are:

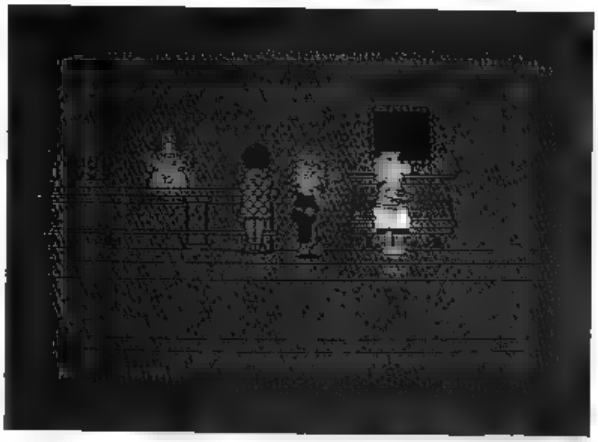
Wal et: for keeping a tal y of how much cash Andy has.

Speak: Andy can chat to the various peop e he meets and ask them questions. For example, he can qu z his mates n the pub about money and how to get it.

F ght: Andy can easily get nto scraps with anybody from Flo – she sometimes wins, though, the rentman and the pol ceman.

Action: This con s used for exam n ng objects.

The graphics are tru y exce lent, captur ng all the characters perfect y. Despite my reservations of Andy Capp as a hero – you can even get h m to steal her handbag – I qu te enjoyed play ng the game. Perhaps t was the slob in me com ng out.




| | |
|---|---|
| ▶ GRAPHICS | 10 |
| ▶ SOUND | 8 |
| ▶ VALUE | 8 |
| ▶ PAYABILITY | 9 |

C+VG HIT!

# WHAT THEY SAID ABOUT...

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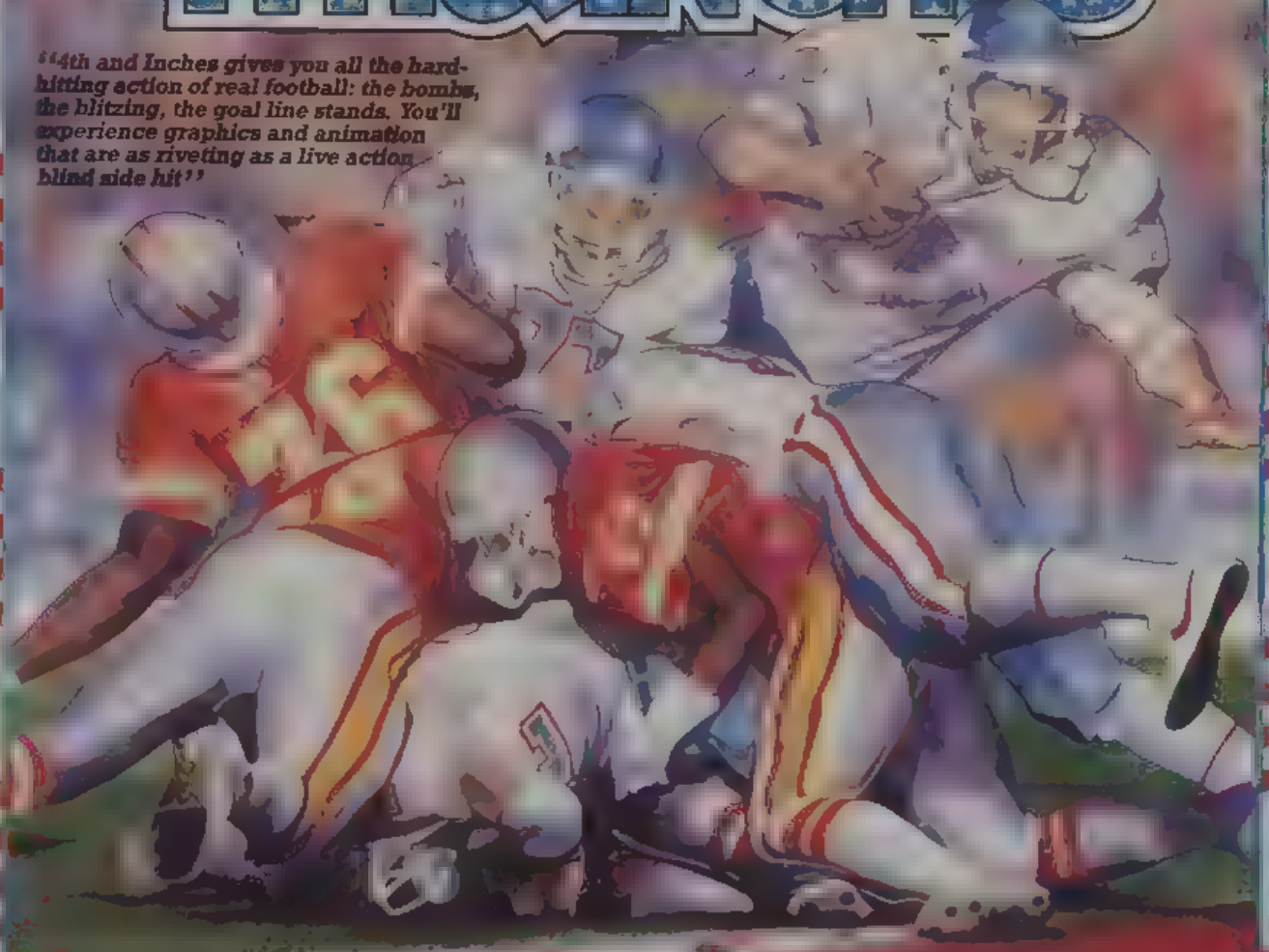

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# DARK SCEPTRE

▸ MACHINE: SPECTRUM
▸ SUPPLIER: BEYOND
▸ PRICE: £7.95
▸ REVIEWER: PAUL

Legend has it that Mike Singleton had written/was writing a game called *Dark Sceptre* and it was REALLY SOMETHING. At one stage screen shots even appeared of the game and then nothing. For months and months nothing was heard.

Had we imagined it? Was it all a dream? Did anybody really care anymore? And then at PCW back in September there was Mike demonstrating the game. Eventually a review copy was forthcoming. It was even scheduled for release in November but, because of C+VG's deadlines, I don't know if the game actually made it into the shelves.

So just in case you ever get a chance to buy the game, this is what you get. This is a strategy adventure game very much in the style of what you would expect from the man who invented the brilliant *Lords of Midnight* and *Doomdark's Revenge*. The graphics are stunning for the Spectrum. The characters – and there are apparently 64 of them – are huge. The setting is the Isles of the Western Sea. Power has been lost by the Lord of the Isles to the Northmen and the lands are now under the evil influence of the Dark Sceptre.

You control a group of good guys, each with their own powers, who must gain superiority over the baddies. Meanwhile there are lots of other characters floating about who are neither good or bad. Part of the game involves trying to get the undecided onto your side.

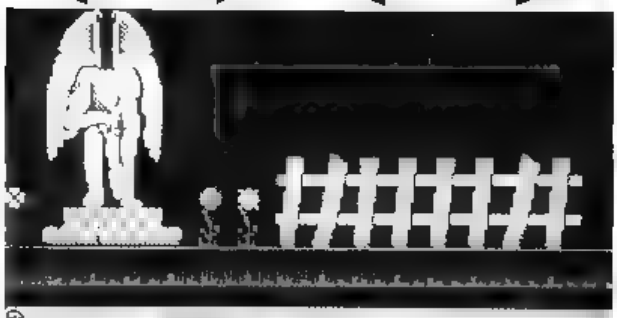
The game is controlled by joystick-selected commands for keys, and you give members of your teams instructions to carry out. Having done this, you sit back and watch what happens, following progress on a map.

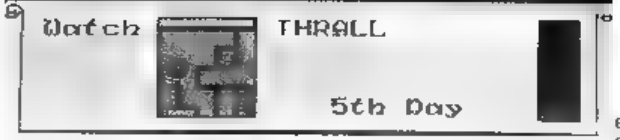
The idea is to find and Destroy the Dark Sceptre, which is hidden among the 4,000 locations in the game.

There are a huge number of commands and instructions available to you. For example you can follow, protect, stalk, harass, avoid, find, challenge, threaten.

There are eight different types of warrior you encounter in the game, each with his own powers, strengths and weaknesses.

THANE: The commander. Without a Thane the members of your company will be more likely to desert. MYSTIC: Mystics usually possess magical powers. HERALD: A messenger and a fighter. ASSASSIN: A hunter and a killer. REAPER: The executioner. Strikes fear into others. FOOL: A talker, not as foolish as his name suggests. SAVAGE: Wild man of the woods – tough and resilient. THRALL: An underling, a prawn. Being simple characters, thralls do not have complex personalities. There are lots of them, though.

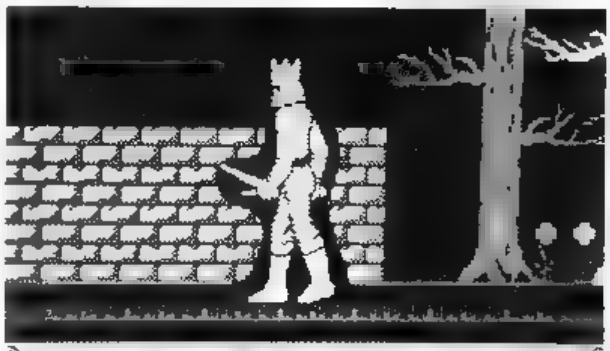





During the game, there are five control options that you can select using up/down on the joystick to highlight the option. The fire button confirms your choice. By using left and right you can change the warrior that you have currently selected.

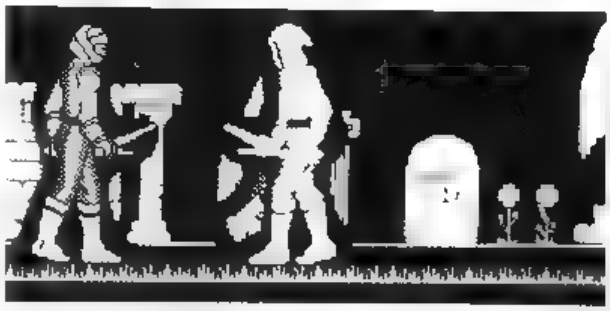
Watch: This option allows you to watch a fight. If you hear the sound of clashing metal, then one of your warriors is engaged in battle. Press fire on this option to WATCH the fight.

Scan: This allows you to see a full map of the island which appears in the viewing window. The positions of each of your warriors are marked in yellow on the map. The white square indicates the position of the warrior that you have currently selected.




Check: This option allows you to check the personality of the warrior you are currently watching and the last orders he was given. A summary of his personality appears in the viewing window.

Plan: This option allows you to plan your orders for the warrior that you are currently watching. A question and answer session happens in the viewing window until your orders are complete. If you select the GO TO command then the map will appear in the viewing window. You must move the cursor to the place that you want to go to (you may only select junctions) and press fire.




*Dark Sceptre* is certainly a challenge, and if you liked *Lords of Midnight*, you'll go for this. Was it worth the wait? We'll pass on that.

| | |
|---|---|
| ▸ GRAPHICS | 10 |
| ▸ SOUND | 5 |
| ▸ VALUE | 8 |
| ▸ PLAYABILITY | 8 |

# MASK II

- MACHINES SPECTRUM/CBM64/MSX/AMSTRAD
- SUPPLIER GREMLIN GRAPHICS
- PRICE SPECTRUM TAPE £7.99, AMSTRAD/C64/MSX TAPE £9.99, CBM 64/AMSTRAD DISC £14.99
- VERSION TESTED CBM 64/AMSTRAD
- REVIEWER IAN

Software companies have become obsessed with producing games that are either arcade conversions or based on comics.

After the first attempt at producing a game based on the exploits of the five Mask agents, codenames Hunter, Magic, Megabyte, Chopper and Powerkeg, Gremlin has come up with another.

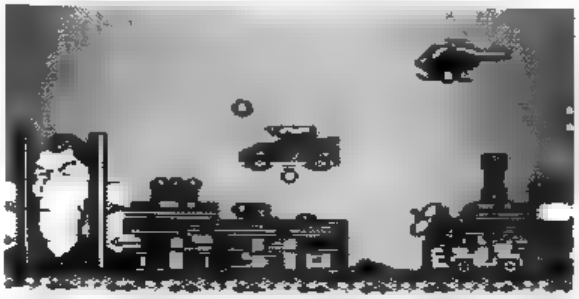
But *Mask II* is not as enjoyable as the first one and gives little reason to keep you stuck to your seat (or joystick) for a long, long time. But enough of the hypercritical comments, let's get on to the game play!

You begin at Mask HQ where all Venom activities are constantly under surveillance. As soon as a Venom's poisonous plot has been unmasked, you must take three of the five Mask agents to disrupt and spoil Venom's plot, if you can. Before actual confrontation with Venom's forces, you select your three appointed agents from within Boulder Hill in the Energiser Room, with the aid of the Mask computer.

Once selection is complete, the team heads out on their mission to confront Venom.

The missions are as follows:

- To save the President of the Peaceful Nations Alliance. The President has been kidnapped by Venom while on peace summit talks between the world's nations. He was in the process of signing a peace treaty, which would have ensured peace for decades. The mission is to rescue the President from the evil clutches of Venom.
- To destroy a new Venom base. Recent reports have been received about a new Venom base which is being used to co-ordinate their Middle Eastern activities. They are tapping into all of the strong producing oil fields, and are taking control of the important oil resources needed by the rest of the world. The mission is to render the base inactive by attacking it.
- Destroy weapon and take a ruby back to its temple. Venom has been very, very naughty, and stolen the fabulous ruby from the sacred Crown of Fire which lies at the base of a dormant volcano deep in the jungle. They intend to use the ruby with a high-powered laser and cause large amounts of damage to several populated areas. What you have to do is destroy the weapon (that is, of course, after you've removed the ruby!) and return it to its rightful owners.



The program uses a multi-load function, and all three missions are loaded in this way. Each Mask agent is selected from the keyboard. This makes control of the current vehicle extremely difficult — you have to reach across the keyboard while trying to defend yourself from oncoming traffic, often finishing with your vehicle being either blasted out of the sky or sunk in a lake.

The graphics are of average quality, but the use of colour is what really brings out the better points of the game. Sound is minimal and playability is sluggish.

| | |
|---|---|
| GRAPHICS | 8 |
| SOUND | 7 |
| VALUE | 7 |
| PLAYABILITY | 7 |

# THE HUNT FOR RED OCTOBER

- MACHINES AMSTRAD 1512/IBM/ATARI ST/COMMODORE AMIGA
- SUPPLIER ARGUS PRESS SOFTWARE FOR OXFORD DIGITAL ENTERPRISES
- PRICE CBM64, SPEC, AMS £14.95/ST, AMIGA £24.95
- VERSION TESTED ATARI ST
- REVIEWER STEVE

The original novel of *The Hunt for Red October* is a modern spy thriller centred on naval warfare, with a very high level of technical realism, and the game does not disgrace it by any means.

You are in charge of one of the latest Soviet atomic missile submarines, the Red October, and you have decided to defect to the United States.

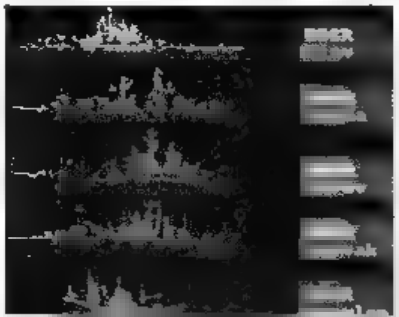
You have no communication with the outside world. Your own side are trying to track and kill you. The NATO forces, your normal enemy, may also attack if you pose too much of a threat. You cannot simply sail into New York harbour, you must surrender your submarine in secret. *The Hunt for Red October* resembles an adventure game in that you must work out the various tactics as you go (reading the novel first helps considerably).

The first stage is to pilot the submarine at immense speed through the underwater canyons to the east of Iceland and out to the safety of the Atlantic without being caught by other ships and submarines and without running yourself into an underwater cliff.

In particular, the terrain following sonar does not always match the sonar map, with disastrous results. Otherwise the simple, icon-driven controls of the submarine function extremely well.

After you have been sunk on your first twenty attempts (do not underestimate this game!) you will get your submarine out into the depths of the Atlantic where it will be much harder to track. If, however, you are found by your own side then you are dead. The same realistic tactics used in the book to prevent this actually work in the game, and so eventually you will come to the Atlantic seaboard of the United States. And what do you do then? Work it out for yourself or read the book.

| | |
|---|---|
| GRAPHICS | 9 |
| REALISM | 8 |
| VALUE | 9 |
| PLAYABILITY | 9 |

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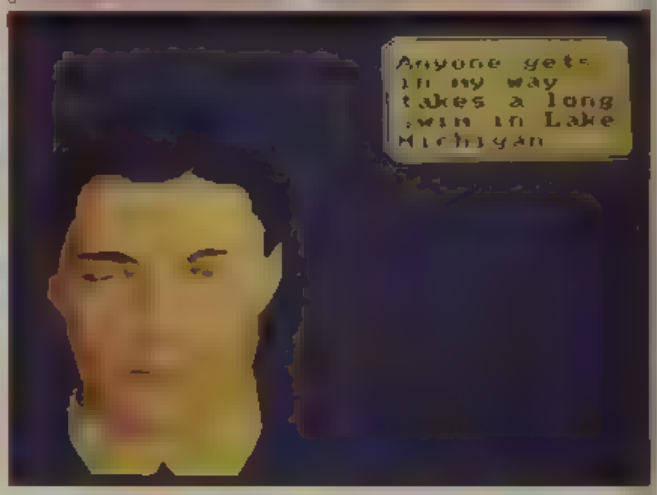
▸ SUPPLIER MIRRORSOFT CINEMAWARE
▸ PRICE £29.95
▸ VERSION TESTED AMIGA
▸ REVIEWER DAVID




# GARRISO

▸ MACHINE AMIGA
▸ SUPPLIER RAINBOW ARTS
▸ PRICE £23.00
▸ REVIEWER CHRIS

All good games develop clones and *Gauntlet* the D & D style arcade game was no exception.

However it is extremely rare to find a game which could play lives up to the original arcade machine but also beats the hell out of all the other rip-offs.

*Garrison* is such a game. Based on the original *Gauntlet* machine this version of the tried and tested maze idea just goes to show what can be achieved using 16 bit power.

As with Atari's classic you can choose to play from a number of different fantasy characters each with their own personal attributes. The arcade had four to choose from: Elf, Wizard, Warrior and Valkyre. *Garrison* actually goes one better by offering a fifth choice a Dwarf named Thorn.

Still having said that you can't have as many players as the arcade machine.

The basic idea of this type of game is to bash as many monsters, magicians and deathsps as you can while trying to run off with all the treasure.

The plot of *Garrison* however involves a magic herb which lies at the end of the game.

It is this herb which will save a beautiful princess from dying of a terrible illness. Although this is a nice twist most of us will be content with just grabbing all the gold.

Once the game is started, the screen is shown from a bird's eye view looking down on the 3D rooms of the castle. Guiding your player you must negotiate the twisting passages grabbing all that you can.

Although food and treasure are your main concerns various magical objects are to be found scattered about the castle.

These objects range from various potions to lethal scrolls which when cast will destroy everything around you depending on your magical ability and also the power of the enemy.

The evil nasties which infest the 128 rooms of the game come in many shapes and sizes. There are club wielding barbarians, wizards, spell casting Sorcerers and even the odd Death or two. Most of these creatures will appear from generators which are to be found in abundance around the castle. Passing by a generator without destroying it is a very foolish thing to do.

Certain beings are very difficult to destroy and death can only be wiped out with a magical scroll.

A feature unique to *Garrison* is the ability to change characters during a game. This is very handy as different levels require different character abilities although it must be possible to complete every level with each one.

When you've grabbed all the gold you want you must race to the nearest exit where you can disappear with a delightful bongy kind of sound. That is if you find the right exit as some devious rooms have around twenty or so.

One dungeon entitled Computers and Demons has a supply of food enclosed in its depths. To get to it you must go right to the end of the level and but that would be telling now wouldn't it.

One of the best things about *Garrison* is its arcade quality graphics. No flicker no colour clash and smooth eight way scrolling this game has some of the best graphics ever seen on a computer game.

However there is one slight oddity regarding memory.

If you have a standard 512K machine both players have the same outward appearance although they still have different weapons and abilities. On a one meg Amiga each player has their own individual appearance. On the whole this is a problem but I would have been a lot better to keep

# CHICAGO




and musical

| | |
|---|---|
| ▸ GRAPHICS | 9 |
| ▸ SOUND | 10 |
| ▸ VALUE | 10 |
| ▸ PLAYABILITY | 9 |

C+VG HIT!

# SON

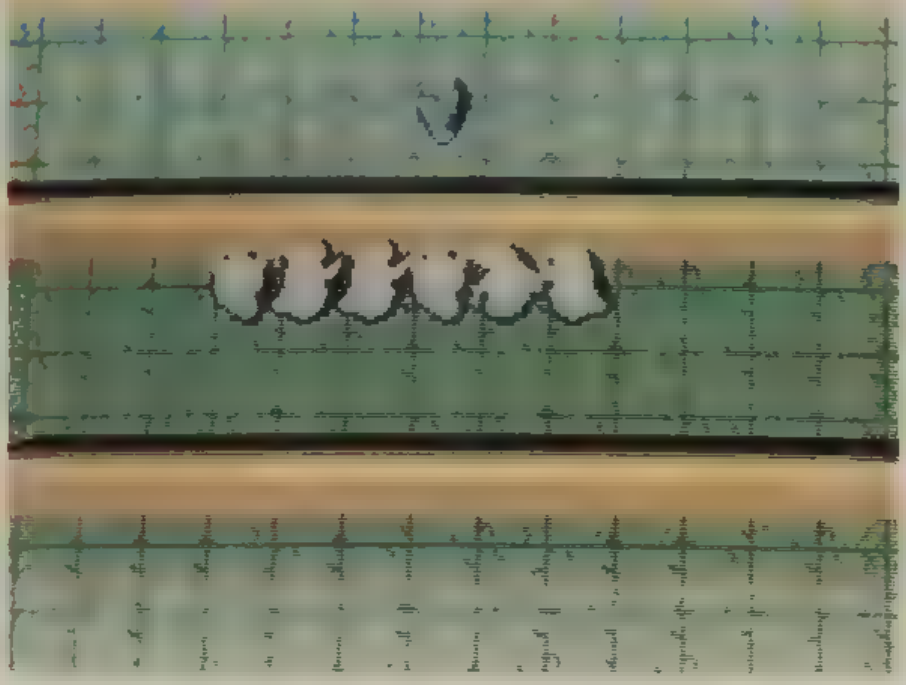
the characters

The graphics are complemented by some really nice sound effects including a gurgling sound when you correct a mean and a booming sound which echoes around when you kick the bucket.

With the eyes of sheer arcade quality action and addictiveness which makes grown men weep. Garrison's the definitive Gauntlet doppleganger. US Gold will have to make the official Gauntlet for the Amiga arcade perfect if they want to sell any copies.

| | |
|---|---|
| ▸ GRAPHICS | 10 |
| ▸ SOUND | 9 |
| ▸ VALUE | 9 |
| ▸ PLAYABILITY | 10 |

C+VG HIT!



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# RAMPAGE

- MACHINE ATARI ST
- SUPPLIER ACTIVISION
- PRICE £24 99
- REVIEWER EUGENE

*Rampage* comb nes some of the best e en ents of over the top Amer can B movies and a s mp e but addc tive games design to exce ent effect

The storyl ne s a scream Three ord nary American teenagers head down to the r ca burger oint for a blow out BuT l tt e do they know that se cranks n the food e p e t at have s pped some dangero s exper mental addit ves into the Big Mucks ook don t go on at me d dn t write t The resu t three ord nary American k ds turn into three ord nary American monsters bent on reducing every c ty n the dear o d US of A into so much rubbie

The best th ng about the game is that the des gners didn t bott e out on the p ot No you don t play the po e force or the army you p ay the part of the monster and your a m s to demo sh as many bu d ngs re co ro s and po ro s as you can wh st snack ng on the nhab tants of New York Ch cago and many other c ties

Three players can o n in the demo tion working co lective y or play ng against each other You can et the computer control two of the monsters and take them on

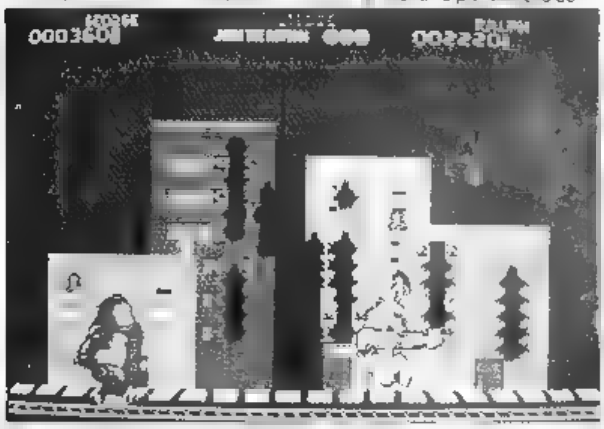
Po nts are earned for destroying bu dings You can make bu id ngs tumble to the ground with that character st c puff of smoke at ground eve by punching the r w ndows out and bash ng gaping ho es in the wa s When there are enough holes the bu d ngs w l fal

One of the f rst l censed coin op conversions for the ST

*Rampage* whets my ex citement for 88

N ce one Act vision but just one moan £24 99 is a bit steep don t you th nk?

| | |
|---|---|
| GRAPHICS | 8 |
| SOUND | 6 |
| VALUE | 4 |
| PLAYABILITY | 7 |





# AMIGAS AND TONIC TILES

**TONIC TILES**
- MACHINE ATARI ST
- SUPPLIER THE EDGE
- PRICE £19 99
- VERSION TESTED ST
- REVIEWER DAVID

**AMIGAS**
- MACHINE AMIGA
- SUPPLIER PANDORA/ INTERCEPTOR MICROS
- VERSION TESTED AMIGA
- REVIEWER DAVID

At this rate there w l be as many *Arkanoid Breakout* r ones as there are karate games

Two more dropped n to t e v G 16 b t Chr stmas bag this week *Tonic Tiles* and *Amigas* Amiga ST both programmed in Europe and c ensed by UK comparies for d mest c consumption

*Tonic Tiles* was programmed n France by d3M and s pub shed over here by The Edge The game s most notable for ts a maz ng graph cs and an mat on Game p ay is slow to start b t p cks up n later evels

Sure a game d be fast and fur ous on eve one the ha s c n ng back at yo before you ve had a chance to breathe But *Tonic T es* has 33 eve s the f rst 16 of wh ch can be accessed at w l The rema n ng 17 have to be played for The game also has a screen ed tor al ow ng you to tweak or comp etely change any or a l of the f rst 16 eve s

It s a shame t at a potent a winner has been spo t by too tt e attent on to play ab l ty Games ke *Th rust* have shown that a good game doesn t have to have show-stopp ng graphics to be p ayable b t unfortunately t doesn t work the other way round

*Amigas* was programmed by Go den Games n Germany and s be ng released over here by Interceptor Micro s through the r Pandora abel *Amigas* ooks and p ays very mach ke *Arkan o* a t ough there are a number of addit ona features worthy of note

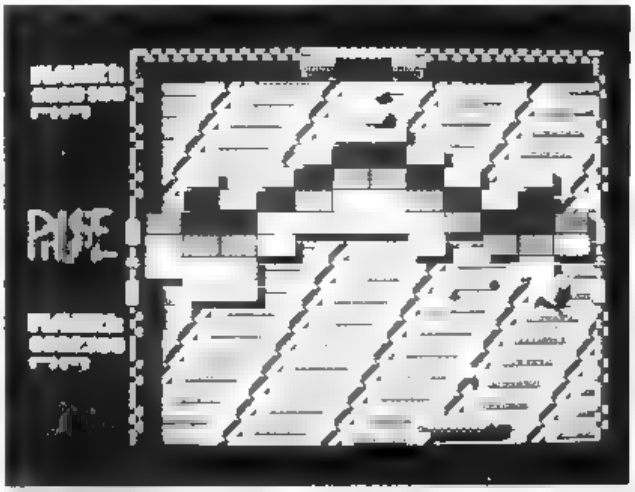
F rst off the game boasts a brace of ent rely convinc ng bounce and bang sound effects as we as the b y now ob gatory sampled music

Unlike most games of th s k the speed of the bat doesn t grad a y n rease with the number of impacts Instead t s determ ned by where on the bat it s hit Thus f the ba h ts the bat dead centre t w rebo nd s ow y but w l zoom away when h t anywhere near the edges

Another un q e feature in *Amigas* s the generator b ock When one of these s hit l d sappears, only to produce one or a group of blocks elsewhere wh ch n turn may produce st more

Both *Tonic Tiles* and *Amigas* have the standard set of extras, such as sp tter magnet c bat aser etc

| | TONIC TILES | AMIGAS |
|---|---|---|
| GRAPHICS | 9 | 9 |
| SOUND | 8 | 9 |
| VALUE | 6 | 9 |
| PLAYABILITY | 5 | 9 |



C+VG REVIEW 18

# BAD CATS

▶ MACHINE ATARI ST AMIGA
▶ SUPPLIER GO/US GOLD
▶ PRICE £19 99
▶ VERSION TESTED AMIGA
▶ REVIEWER DAVID

The year s 1984 and Los Angeles s preparing for the summer Olympics But while a the athletes are competing the final training and the dignitaries are preparing their speeches, something strange s happening out on the streets

Not to be outdone, the stray cat population of LA are planning the Crown Cat Olympics

*Bad Cat* features four games, each interlinked with a city screen in which you must get from one venue to the next preferably without being run over Each event must be completed within a certain time limit and bonus points are awarded for excellence You have unlimited lives (who ever said a cat had only nine lives?) but suffer a time penalty you loose one

Event one s the obstacle course, featuring a number of graphically impressive side on views of climbing frames, walls trampolines and swings Each screen must be negotiated as quickly as possible without falling off the frame hitting any of the walls putting a paw into the water or banging your head In the last screen you have to build up enough momentum on the swing to catch a key hanging from a street lamp.

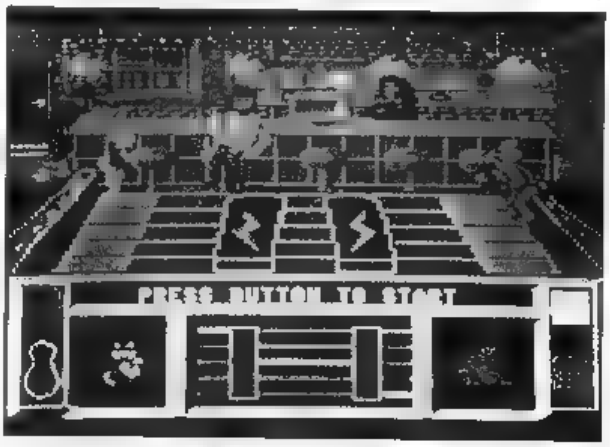
The second event takes place in the swimming pool where two spring mounted bumpers are sliding backwards and forwards in the water All you have to do s gather enough momentum to jump from one bumper to the other at the same time punching a geometrical shape displayed on the overhead electronic scoreboard It sounds easy, but the joystick control makes this event too hard and very frustrating although, once again the graphics and digitised sounds are great

Event three finds you where you belong in the sewers beneath the city Here you must make your way through a number of unsavoury screens infested with rats and other noxious creatures as the manual describes them

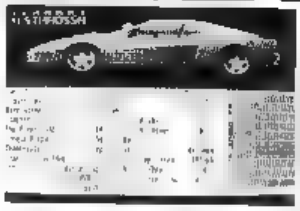
*Bad Cat* is an imaginative package which scores high in the sound and graphics departments but s sometimes a bit frustrating to play because of the rather bewildering set of joystick controls used in different parts of the game.

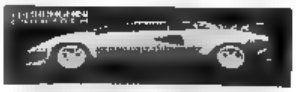
Apart from this one niggle *Bad Cat* s entertaining and in parts quite challenging

| | |
|---|---|
| ▶ GRAPHICS | 10 |
| ▶ SOUND | 9 |
| ▶ VALUE | 9 |
| ▶ PLAYABILITY | 8 |




# TEST DRIVE





▶ MACHINE C64 ATARI ST AMIGA
▶ SUPPLIER ELECTRONIC ARTS
▶ PRICE £24 95 (AMIGA ATARI ST)/
▶ VERSION TESTED AMIGA
▶ REVIEWER DAVID

Problems problems You've just made your first million from writing a hit game and now you're going to celebrate in style splashing out on a huge expensive car

The car salesman sensing you're a man of means offers to let you take out any of the cars in the showroom for a test drive But which to choose No problem, you'll take them all out with *Test Drive*

Programmed by Accolade and distributed in the UK by Electronic Arts, it s the latest in 16-bit driving and puts you behind the wheel of five of the world s flashest cars, and gives you the chance to put them through their paces on the open road

Before going out for a drive you can review the performance statistics of each car The detailed information shown here includes engine layout and type, BHP torque braking distances, transmission compression ratio, displacement and tyres (both front and rear)

The view s from the driver s seat from where you can see the accurately reproduced dashboard of your chosen car Above the windscreen is your rear view mirror useful for clocking cops before they clock you

If you drive through a radar trap your radar detector will begin to flash out its warning When it stops flashing you know you've been clocked Of course you can always try and outrun the cops but don't let them pass you unless you want a ticket

The road you have chosen for your test drive winds its way up the side of a mountain Steer too far to the right and you'll hit the mountain wall but to the left is a sheer drop down to the valley below so the idea s to avoid any expensive little accidents by staying firmly on the road

Because this s a public highway you'll meet other drivers some in cars, others driving vans or lorries If you're really pushing the car to the maximum they'll be plenty of vehicles to overtake while at the same time, avoiding oncoming traffic

To keep you on the straight and narrow there are plenty of road signs Some show the speed limit for that particular stretch of road others show the shape of the road ahead, announces the beginning or end of a third lane for slow coaches, or informs you that a gas station lies just around the corner

Gas stations give you a breather and a chance to fill up with petrol You will also get a report often laced with heavy sarcasm as to your progress so far The report includes the time taken to complete the last stage from the previous gas station and your average speed

The annoying thing about *Test Drive* s the amount of time it takes to get from one part of the program to another the continual disk access being a consequence no doubt of the graphic richness of the piece.

| | |
|---|---|
| ▶ GRAPHICS | 9 |
| ▶ SOUND | 9 |
| ▶ VALUE | 9 |
| ▶ PLAYABILITY | 8 |

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- VERSION TESTED ATARI ST SPECTRUM 128K (PLUS 2 AND 3) AMSTRAD CPC
- REVIEWER DAVID

# SCRUPLES

"Would you sell off your granny for a thousand pounds?"
"Would you eat dog food for a month in exchange for a top meal for you and Samantha Fox at Stringfellows?"

You've all seen them on the box. These absurd questions that get spouted by passers by in the street in the Scruples board game TV advert segments.

In the computer version each player is dealt a number of Dilemma cards each of which contains a set of circumstances and a related question. To give you a flavour of the game and a better understanding of the dilemmas that [illegible]

arguments while playing Scruples have been sighted in a number of divorce cases in the States. Here's what's written on just three dilemma cards:

*In the supermarket you send a dozen packages tumbling into the aisle. No one sees you. Do you walk away?*

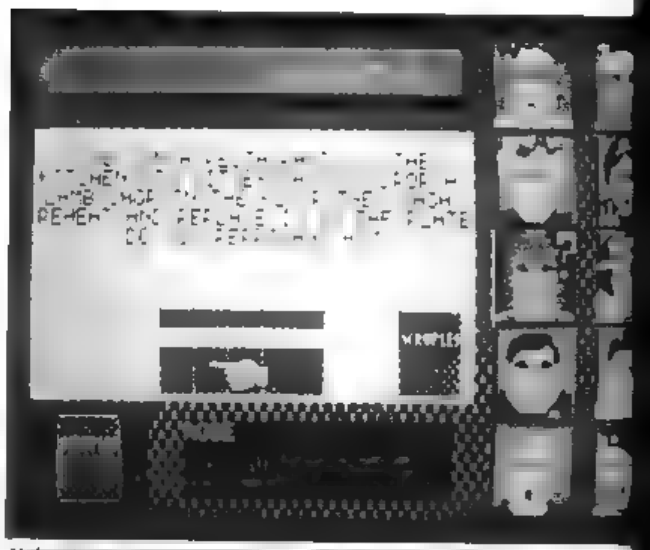
*You hear the conversation of two strangers when you pick up the phone. Do you listen to it?*

*Your neighbour in an adjacent block of flats insists on doing yoga nude in full view. Do you complain to the landlord?*

With the dilemma cards you are a sovereign one. Answer card [illegible] on which is written either Yes, No or Depends. When it [illegible] your turn to play you must select a dilemma card and read it to one of your opponents. Your choice of card and opponent is governed by what is contained on your Answer card because the idea is to trick from your opponent the same answer as is on your own card.

Thus, if you knew Don to be a particularly honest person and you were holding a No answer card you might ask him the first Dilemma question about the supermarket packages expecting him to say No, you would just walk away. The thing is that Don knows full well you would be expecting him to say No and so might answer Yes instead. But then again you may be trying the double bluff and be holding a Yes card after all. This is what makes Scruples such a tricky game to play.

If Don doesn't give the answer you were hoping for you throw away the dilemma and the answer card is [illegible]




and [illegible] Don's response [illegible] your answer card [illegible] pick a new answer card and [illegible] have to pick another dilemma card.

If you think he is lying you can challenge Don to justify his answer after which it is put to the vote. If you wish you can give Don one of your remaining dilemma cards, if not he gives you one of his. The last player to be left with no Dilemma cards is the winner.

The computer version sticks very much to the rules of the original but has a few added features such as four reasons associated with each answer that may be given to every dilemma question. These answers are used when a player must justify his position prior to a vote and to serve to show why a player makes the decisions he does.

The program also elegantly side steps the problem of the computer players knowing nothing of the human or computer opponents. At the start of the game each human player must enter the personality so that the others [illegible] what they [illegible] dilemmas.

A player's personality profile is built up from the following variables each given a rating between +8 and -8 by the player him or herself. You are required to assess your own character in terms of principles, personal integrity, professional integrity, [illegible] family, relationships, partner relations, friendships, busy body factor, humanity, greed, shyness and honesty.

Although the computer uses a player's profile to predict how he might react to certain dilemmas, if a player answers [illegible] character [illegible] will automatically amend that player's personality to fit the way he is reacting.

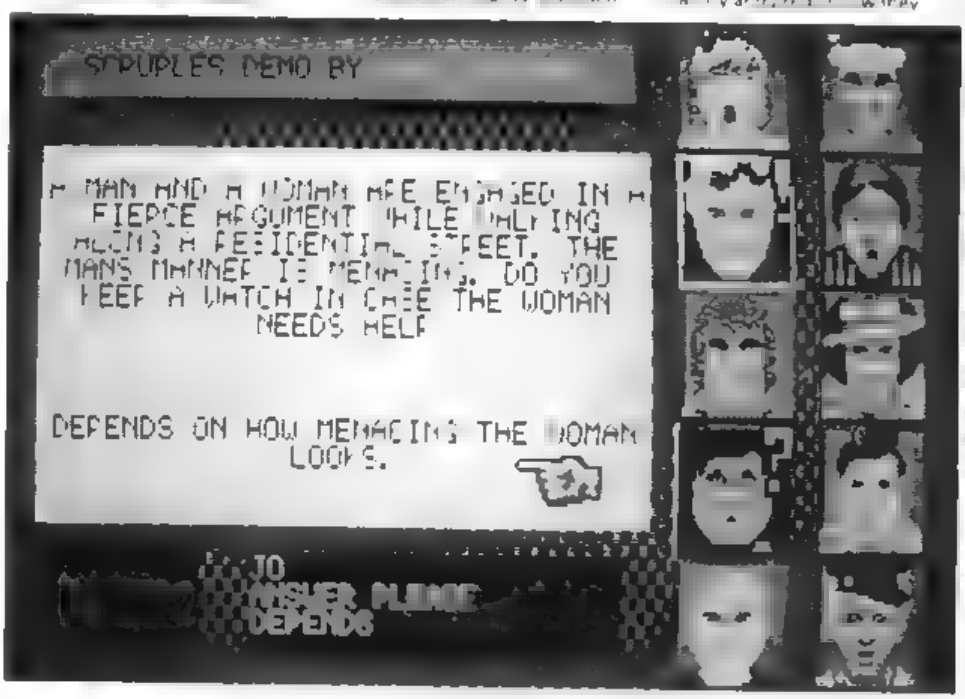
*Scruples* is a game for three to ten players in the computer version. There is [illegible] of human and computer player, meaning that you can use the program simply as a learning aid. Electronic [illegible] as a source of opponents you can even sit back and watch a batch of computer players [illegible] on their own.

There are 64 different computer players to choose from [illegible] the reviewed system draw from a walks of life. You can play against people from all [illegible] a car [illegible] businessman [illegible] hard-hat [illegible] housewife [illegible] the personality [illegible] are [illegible] very [illegible] the game is loaded you can play every day with the [illegible] hard-hat [illegible].

The [illegible] day [illegible] we reviewed at the program simply [illegible] use with [illegible] at the right places.

Each version of the game is [illegible] get the most from the variations [illegible] especially the Spectrum version. We'll have to wait and see what [illegible] will be placed on the 48K version.

[illegible] days [illegible] have [illegible] the right player [illegible] feel. As one [illegible] recommended for children up to the age of about 70.




- GRAPHICS
- SOUND
- VALUE
- PLAYABILITY

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# TETRIS.

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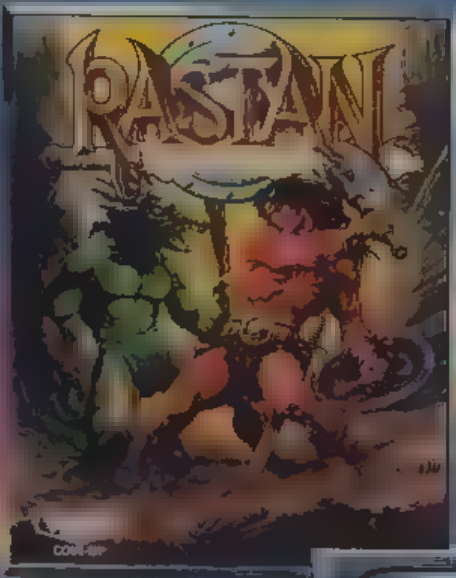
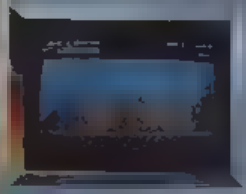
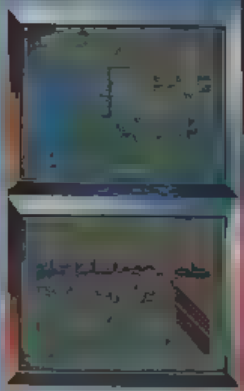
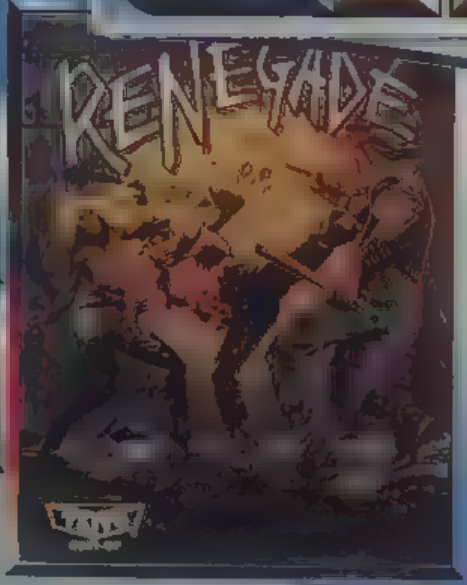


the Warrior King
The latest hit coin-op from Taito
Lands that produce men of legend dragon slayers, lie in his shadow guardians of evil fear his fire spewing sword the axe he wields as swift as lightning. State of the art programming makes a true simulation of the Arcade hit for your home micro. Enjoy superb graphics and realistic action as RASTAN takes on a world of dangers magical wizards fire breathing lions, bats snakes, skeletons and finally the living dead Is it more than you can handle?

CHAM






In the knife-edge world of the vigilante there is no place to rest no time to think but look sharp - there is always time to die! From the city subways to the gangland ghettos you will always encounter the disciples of evil whose mission it is to exterminate the only man on earth who dares to throw down the gauntlet in their path the Renegade. A breathtaking conversion of the arcade hit by Taito now for your home computer. With all the original play features
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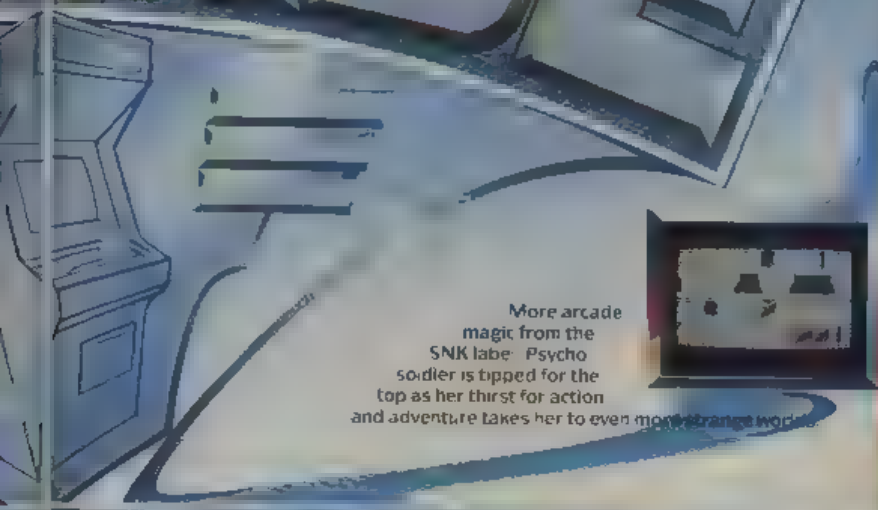





More arcade magic from the SNK label. Psycho soldier is tipped for the top as her thirst for action and adventure takes her to even more strange worlds.

# PIONS

Having survived the bloodsucking monsters of the first phase you progress on to the actual Road itself.

This is where the fun really begins. You will meet vampires, two and three headed monsters - the head will fly at you on its own just when you think you are gaining the upper hand.

Collect icons to build up the firepower necessary to fight off your aggressors.

Action and excitement all the way with this macabre and unusual game which has that elusive extra something to keep you coming back for more.

# INSANITY FIGHT

- MACHINE AMIGA
- SUPPLIER MICRODEAL
- PRICE £24.95
- REVIEWER DAVID

Most attempts to produce a first class 16-bit vertical shoot-em-up have failed, mostly through bad design or shoddy coding.

Microdeal has been riding on the vertical shoot-em-up band wagon for some time now. First there was *Jupiter Probe* followed quickly by the impressive looking though hard to play *Goldrunner*. While waiting for the inevitable *Goldrunner II* to be completed the Cornwall based 16-bit specialist has released *Insanity Fight*, an Amiga blaster snapped up from Swiss newcomers [illegible].

Unlike many others of the genre, *Insanity Fight*, is played across the full width of the screen with the status area occupying the bottom quarter. Although the instructions are meant almost to ultimate standards, they do contain a diagram of the status area showing what information is given. Apart from listing the seven bonus elements you can collect, the rest is left to you to suss out for yourself.

The graphics of each level are decidedly *Uridium* esque but go far beyond even *Goldrunner* in terms of detail and colour.

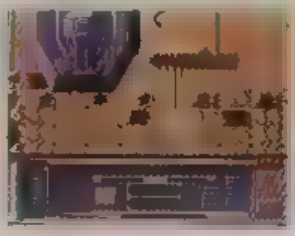
As mentioned above, there are seven bonus elements that can be picked up by flying over them. These are Turbo, Supershot, Invisible Fighter, Changed Steering, Mirroring, Less Energy More Score and Less Score More Energy.

Although the function of most elements is fairly self evident, some warrant a word of explanation. Turbo, for example, gives you a sudden surge of speed which sends you hurtling forwards at an uncontrollable rate. Often this results in you crashing headlong into some form of obstruction, so Turbo should be used with extreme caution.

When you pass over a Mirroring element you are immediately transported to the mirror image position on the other side of the screen. Thus, a mirroring element on the far right would send you over to the far left and vice versa.

Later landscapes are snow covered or dark and bleak. Are riddled with the most complicated features seen in every one.

*Insanity Fight* is without doubt the most playable and impressive looking vertical shooter yet to emerge for either the ST or Amiga.



| | |
|---|---|
| GRAPHICS | 10 |
| SOUND | 10 |
| VALUE | 9 |
| PLAYABILITY | 10 |

C+VG HIT!

# TANGLEWOOD

- MACHINE ATARI ST
- SUPPLIER MICRODEAL
- PRICE £19.95
- REVIEWER DAVID

[illegible] the scrap of [illegible] step [illegible] would [illegible] Tanglewood [illegible] away [illegible] the [illegible]

Apparently Arthur had [illegible] Tanglewood [illegible] extra [illegible] to be found here [illegible]

Anyway [illegible] as Arthur was about [illegible] Tanglewood [illegible] who [illegible]

[illegible] stones which Arthur had previously [illegible] collected [illegible] that he stones [illegible] some of them [illegible]

Arthur [illegible] knowledge [illegible] Tanglewood [illegible]

The people [illegible] Arthur [illegible] were being [illegible] Tanglewood [illegible] prowess [illegible] Arthur [illegible]

As [illegible] enough you [illegible] to step [illegible] of the [illegible] turns out that [illegible] governed [illegible]

The people [illegible] there [illegible] Tanglewood [illegible] say [illegible] impressive [illegible] process [illegible] response. *Tanglewood* [illegible] The game [illegible] information and reports.

With [illegible] speed [illegible] would be [illegible] and indeed [illegible] the overall [illegible] game [illegible] problem being that [illegible] *Tanglewood* should keep [illegible] weeks.

| | |
|---|---|
| GRAPHICS | 9 |
| SOUND | 7 |
| VALUE | 9 |
| PLAYABILITY | 7 |

C+VG HIT!

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# DEFLEKTOR

- MACHINES SPECTRUM 48/128/ AMSTRAD CPC RANGE/ COMMODORE 64/ATARI ST
- SUPPLIER GREMLIN GRAPHICS
- PRICE SPECTRUM £7.99, AMSTRAD/C64 (TAPE) £9.99, (DISK) £14.99/ATARI ST £19.99
- VERSION TESTED SPECTRUM C64
- REVIEWER PAUL

It's always refreshing when you come across a game that's a little different and Gremlin's *Deflektor* is certainly that. The press release says "No heroes. No foes. Only pure skill and technology". And who am I to disagree with that?

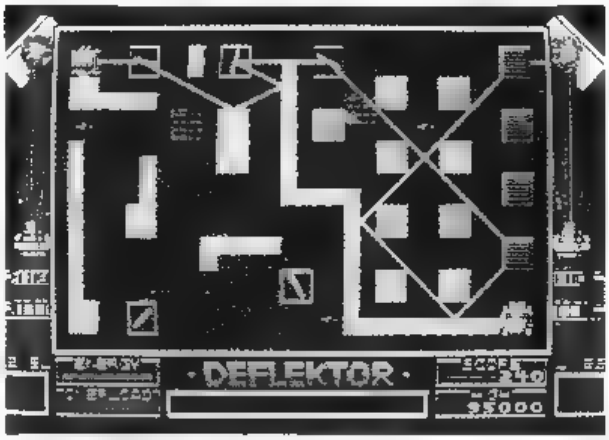
In each of the game's 60 screens there is a laser transmitter and receiver. The object of the game is to guide the laser beam around each screen until it makes contact with the receiver.

At the start of each level the screen contains a number of bombs which disappear in a puff of smoke when hit by the beam. By manipulating the rotating mirrors and using the various walls, transporters, and lenses, you must first destroy all the bombs on the screen, before being able to reach the receiver.

When the last bomb bites the dust a section of wall, or some other blockage disappears, opening up a clear path along which the beam can now travel to the receiver.

Whenever the beam is reflected directly back into the laser, the system starts to overload, giving you precious few seconds to avoid disaster, by deflecting the beam elsewhere. Other hazards include mines which are detonated by continuous or repeated exposure to the beam and annoying blob-like aliens who have a nasty habit of meddling with mirrors at the worst possible moment.

Many levels have maze-like sections and the walls also reflect the beam, and often play an important part in its journey.




With practice and demo modes, and enough levels to keep you going for weeks, *Deflektor* is well worth a look if you're after an arcade game that exercises the brain cells as well as test your dexterity.

| | SPECTRUM | CBM |
|---|---|---|
| GRAPHICS | 8 | 9 |
| SOUND | 6 | 8 |
| VALUE | 8 | 8 |
| PLAYABILITY | 10 | 10 |

# COSMIC CAUSEWAY

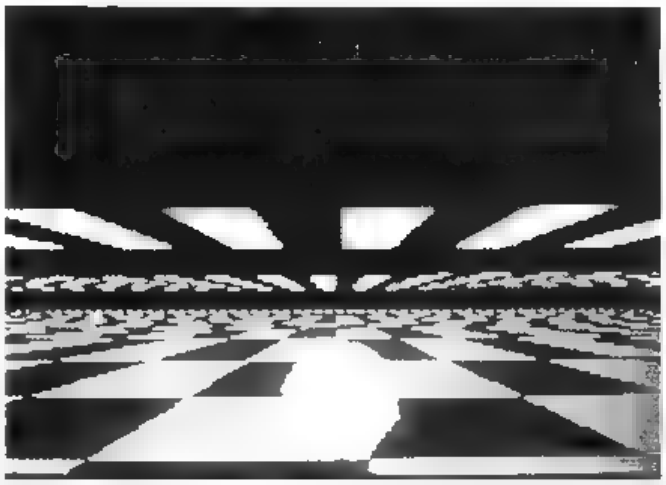
- MACHINE CBM 64
- SUPPLIER GREMLIN GRAPHICS
- PRICE £9.99
- REVIEWER PAUL

Excuse me while I just readjust my eyes. My horizontal hold has taken a severe battering hurtling down the *Cosmic Causeway* otherwise known as *Trailblazer II*.

This is basically *Trailblazer*, only more. Lots more. Much more. Brilliantly more.

You control a bouncing ball which whizzes down 24 fraught ridden cosmic trails over six levels. The trails consist of different coloured squares, each with its own special property. Some make you speed up, others slow you down. And the black squares do not exist. Land on these and you disappear into the void and one life is lost. You must complete the level in the required time to continue.

The squares and their properties are: Brown (Safe square), Grey (Marks the end of a level. This is where you can select your icons. The timer will not start until you leave this area), Blue (Bounce you in the air), Green (Speeds you up), Red (Slows you down), Purple (bounce you backwards), Cyan (Reverse the left/right controls. On higher levels some red squares behave like cyan ones. (Sneakey, eh?) and Black into the abyss.



Watch out for shimmering white disks. Hit these and you can gain credits which you can spend on the following icon features.

The icons, which last just for one level, are: Score x 3 (Multiplies current level score by three), Rot on ceiling (Where there is one), Cyan Deactivate (Makes cyan squares behave like brown ones), Purple Deactivate (Allows you to roll over purple squares), Turbo (Gives great speed. If your speed is great enough you can smash through walls), Shield (Collision with aliens will not throw you off course, but will destroy them and gain you points), Roll Over Holes (Obvious that), Time Retarder (Slows the timer to half speed).

There are also walls in the Cosmic Causeway with one of three types of doorway through which you must pass. Some doors open and close all the time, some open only as you approach and some will begin to close as you approach.



# ICE HOCKEY

- MACHINES: CBM64/IBM/ATARI ST/AMIGA
- SUPPLIER: DATABYTE
- PRICE: £9.95/£14.95 (CBM 64 CASS AND DISK), £24.95 (IBM/AMIGA/ST)
- REVIEWER: PAUL

I don't know much about hockey and can't get a lot that worked up about picking winning teams. But I do like a good, action packed game. And this Mindscape import from Databyte is a goodie.

Within a few minutes I was slipsliding away, getting into the thick of the action. I even managed to get myself sent off two or three times for hacking away at the opposition. Okay, I admit, wasn't near the puck but being forced to sit out while valuable playing seconds tick by is very frustrating, unfair.

The program enables you to be player, coach and manager. So if you're power mad and hungry for God-like authority you should find plenty to please here.

On the ice you have the choice of being centre or goalie, preferred the centre, giving me chance to roam far and wide and get involved in the action wherever it was. The player you control is highlighted in a different colour to the rest of the teams. The play is fast, smooth and fun – particularly I like the way the players skate about, heads turning this way and that to see what's going on.

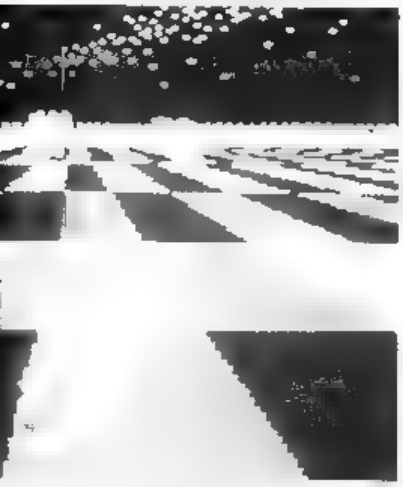
The play is also pretty realistic. You make slap shots, block, pass and check with your hips.

Your team can compete in league, division and conference championships, heading ultimately to the Sport Time Cup series. Playing the part of manager/coach you can trade or recruit new players, hold training camps and plan strategies.

The trouble with all this option chasing and team management stuff is it slows the game down. It would have been better if they had used the memory for better arcade-style play – with some elements of beat-em-up. After all, ice hockey is probably more suited to flying fists than karate.

| | |
|---|---|
| GRAPHICS | 5 |
| SOUND | 4 |
| VALUE | 5 |
| PLAYABILITY | 6 |

# MEAN STREAK



*Cosmic Causeway* is just that. Cosmic.

| | |
|---|---|
| GRAPHICS | 9 |
| SOUND | 9 |
| VALUE | 8 |
| PLAYABILITY | 9 |

C+VG HIT!

- MACHINE: C64/SPECTRUM
- SUPPLIER: MIRRORSOFT
- PRICE: £9.95 (C64 TAPE), £12.95 (C64 DISK) £8.95 (SPEC)
- VERSION TESTED: C64
- REVIEWER: TIM

Burn up on the Battletrack, the 23rd century equivalent of a motorway. But here it's almost illegal to behave in a totally anti social fashion.

In the 23rd century people travel using matter transport beams and roads are obsolete. But there are gangs of rebel bikers dedicated to keeping the old ways open – a bit like motor sed Ramblers I guess.

But true to form they've turned their hobby into a competitive event. Roller ball on wheels. The survivor of the high speed dash around the mean way wins the ultimate bike – the Mean Streak.

Load up the game and you find yourself on the Battletrack riding a heavily armed super bike. You have rockets, machine guns and oil to use against your fellow competitors. Extra ammo and oil can be picked up as you race.

Use the on screen radar to pick up other riders and dodge about – avoiding their gunfire and ramming tactics.

Destroy opposing bikers and you win extra time – yup, each of the five levels puts you up against the clock. You can nudge other bikes in deadly obstacles – like walls. And you can jump your bike over rocks, holes in the road, water and oil slicks if you act fast enough.


Everything is controlled via the joystick – which makes steering and firing a bit tricky in tight situations, but is soon mastered after a couple of games.

To wipe out your opponents it's best to allow them to race past you and blast them with rockets or guns – I haven't quite mastered the use of oil slicks yet.

As you race along the diagonally scrolling track you'll come across ramps which can be driven over – and walls which must be dodged or blasted.

*Mean Streak* is a pretty playable game with reasonable graphics and a neat driving soundtrack – in fact the music was the thing I liked most about the 64 version of the game.

Not a mega game – but not a bad addition to your collection.

| | |
|---|---|
| GRAPHICS | 7 |
| SOUND | 8 |
| VALUE | 7 |
| PLAYABILITY | 7 |

C+VG HIT!

# BYRITE SOFTWARE

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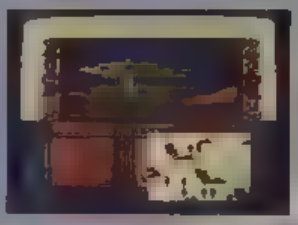

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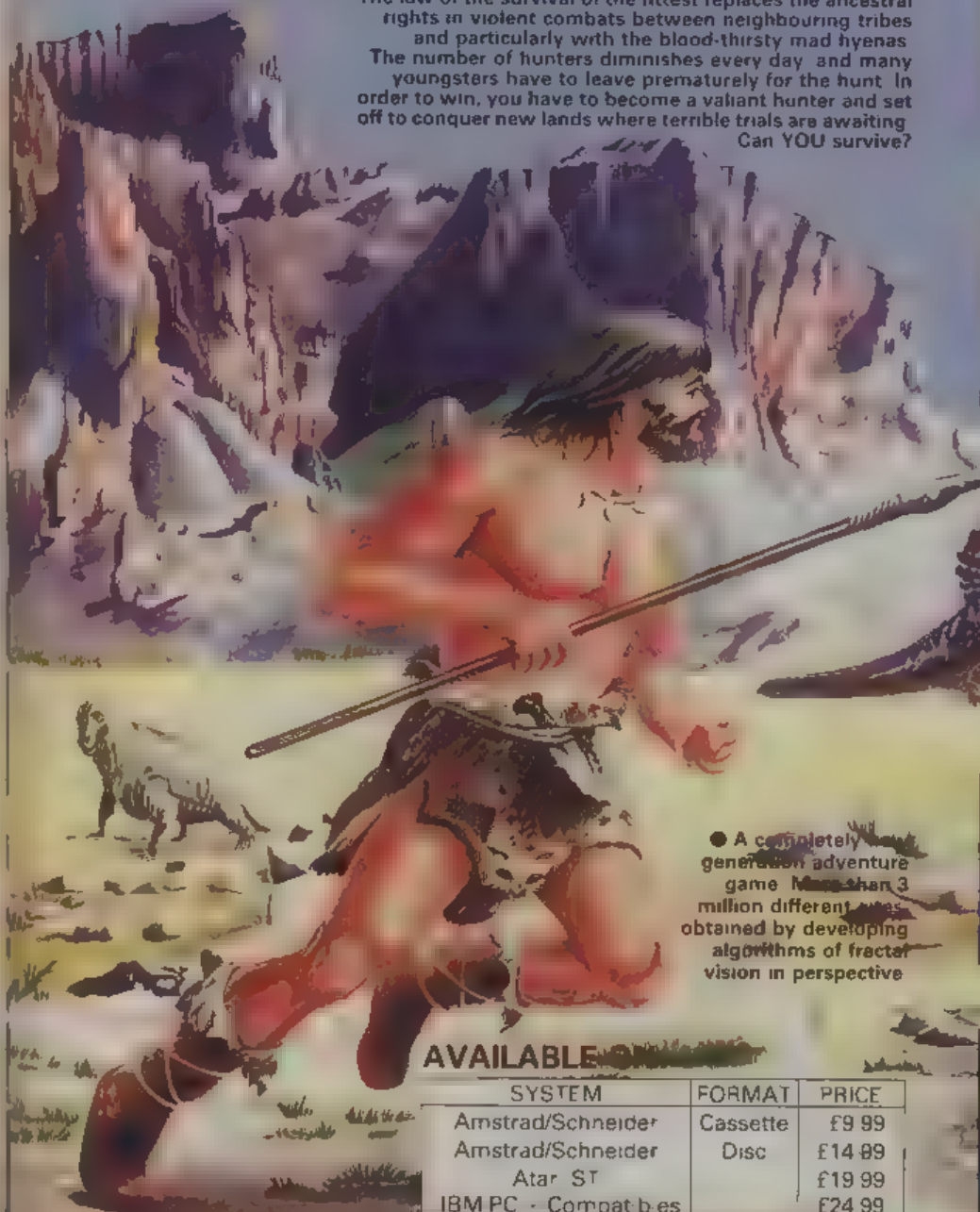

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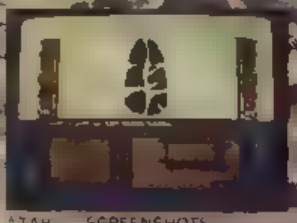

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# MASTERS OF

Picture this. A giant of a man, with flowing blond hair, and more muscles on his little finger than most mortals have in their entire puny bodies.

Who is he? He-Man, the world's most powerful man, famous toy, star of the Masters of the Universe film and Gremlin Graphics game.

- MACHINES: CBM64/SPECTRUM/AMSTRAD/ATARI ST
- SUPPLIER: GREMLIN GRAPHICS
- PRICE: SPECTRUM (£7.99) AMSTRAD: CBM64: £9.99/£14.99
- PACKAGE AND DISK: ATARI ST (£19.99)
- VERSIONS TESTED: CBM 64, AMSTRAD/SPECTRUM
- REVIEWER: PAUL

Through time the eternal conflict has continually raged – the battle between good and evil. Whoever manages to gain the key to time will eventually triumph and rightly claim the title Master of the Universe.

And it is the struggle for the key to time which once again brings those age old enemies He-Man and the evil Skeletor into conflict.

That struggle between good and evil will be erupting across the silver screen after Christmas when the *Masters of the Universe* movie, starring mega hunk Dolph Lundgren – an awesome 6ft 6ins and 240lbs – as He-Man, goes on general release.

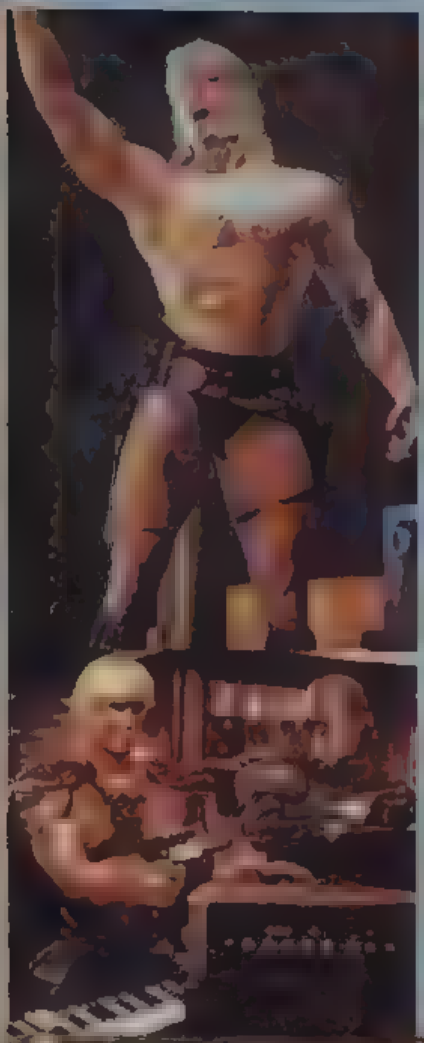
And now you can take part in that struggle with Gremlin Graphics' *Masters of the Universe* game based on the film.

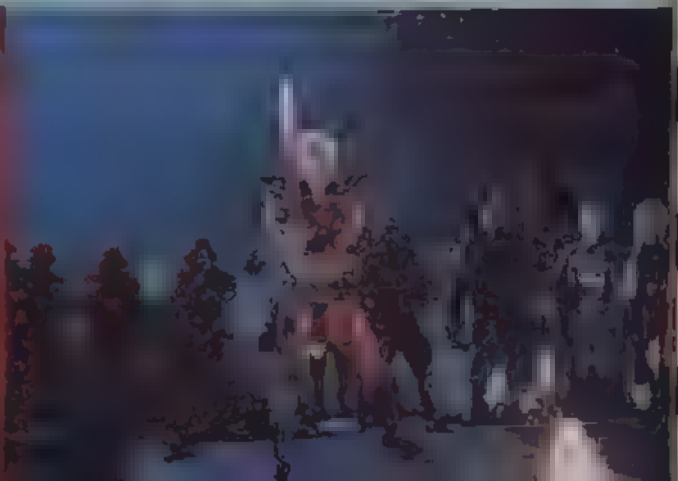
The planet Eternia, familiar to all those who have seen the Masters of the Universe cartoon series, has been devastated by war. Skelator, that skull-faced incarnation of evil, and his equally awful henchwoman Evil-Lyn are plotting to destroy the sorceress of Greyskull Castle and rob her power.

Opposing this dastardly plot is He-Man, Gwildor, a genius dwarf (this is a new character you won't have seen on television), Teela and Man at Arms.

The film and the game open where Skeletor has imprisoned the sorceress and is absorbing her power. He-Man and friends arrive but fail to rescue her.

He-Man, Teela and Man At-Arms retreat inside the hovel of Gwildor, who possesses a cosmic key – a





# THE UNIVERSE

small cylindrical device that can magically transport them anywhere in the universe. Gwildor punches out a tonal code that will allow the group to exit the palace but a stray bolt of power alters the location. The group disappears through a dimensional door. Suddenly they are on the planet Earth, in a little Californian Town named Colby.

And that is really where the game begins.

On the way through time to Earth the key is lost and separated into eight musical chords. These have been scattered around the various playing areas which you play in the part of He-Man must find before the ultimate confrontation with Skeletor back in Eternia.

The game starts in the street with a shoot 'em up where if you score enough points you collect your first chord. This involves a lot of wandering about and being shot at. It struck me as a little aimless.

Having received a message from Teela that your services are required elsewhere, the scene zooms over to a scrap yard where you do battle with two of Skeletor's top henchmen, Blade and Karg. If you win, you're another chord better off.

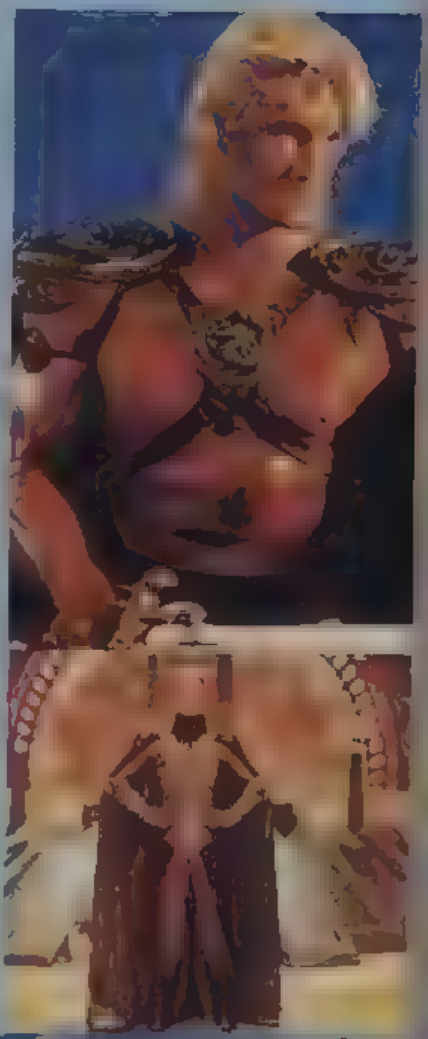
With two chords under your belt and having received another SOS, you find yourself on your way to Charles's Electronic Store where if you're clever you'll collect another chord on the way and still have enough energy for a good shoot out when you get there! This time the action is sky high as you race to the top of a ladder and then onto your space disc for the shoot out.

This is make or break. Will you claim victory or be outnumbered by Skeletor's troops? If you're taken prisoner you'll be held captive at the infamous Castle of Greyskulle. If you haven't collected eight chords, Greyskulle has defeated you and his evil power will reign supreme. If you have eight, you have the right to challenge Skeletor.

Masters for me lacks immediate playability to maintain interest. But if you're a fan of the cartoons or the film, you'll probably enjoy the game.

It's interesting that the previous Masters of the Universe game by US Gold has now been rereleased on the Americana label at a budget price.

That's quite good as well.



| | CBM64 | AMSTRAD |
|---|---|---|
| GRAPHICS | 7 | 7 |
| SOUND | 8 | 7 |
| VALUE | 8 | 8 |
| PLAYABILITY | 7 | [illegible] |

# MASTERS OF THE UNIVERSE HAS COME TO LIFE!!

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MASTERS
OF THE
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The Movie

GREMLIN

# The Golden Joystick Awards

It's that time again. The time when we ask you to vote for your favourite games and award them one of C+VG's world famous Golden Joystick Awards! Our joysticks are to computer games what the Oscars are to movies – in other words THE top award any software company can win.

And it's YOU who decides who gets what! Unlike any other awards the C+VG Golden Joysticks are decided by the people who actually play the games. We want you to look back at the games released during 1987 and tell us which ones fit the award categories listed below.

Once you've decided your winners, just fill in the award voting form and rush it to *Computer and Video Games*, Golden Joystick Awards, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The first 20 vote forms out of the hat will receive a free game from the C+VG software cupboard – so get your entry in the post today! And remember – YOUR VOTES COUNT!

| | |
|---|---|
| Software House of the Year | |
| Runner-up | |
| Game of the Year | |
| Runner-up | |
| Adventure of the Year | |
| Runner-up | |
| Arcade Game of the Year | |
| Runner-up | |
| Strategy Game of the Year | |
| Runner-up | |
| Best Original Game | |
| Runner-up | |
| Soundtrack of the Year | |
| Runner-up | |
| Programmer of the Year | |
| Runner-up | |

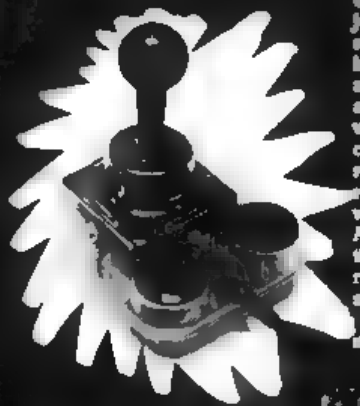
| Name | Address | Computer owned |
|---|---|---|
| | | |

# ANOTHER ONE TO C

This is it! Another arm-aching, palm-sweating, finger-cramping, wrist-wrecking, cramp-creating, muscle-mangling, joint-jumping joystick round up.

And in general we've got a great crop of Value for Money joysticks out at the moment.

Right, first joysticks up for the heavy-handed C+VG zip and zap test are from Dynamics.



## COMPETITION PRO EXTRA

The Comp Pro extra has been designed around the same specifications as the original Comp Pro 5000 joystick, except that it's tweakcount and incorporates an auto-fire and slow motion option. There are also a pair of micro switch fire buttons which give a greatly increased position.

Handling the joystick is easy and simple. It fits neatly between both hands, but may take some time until you become accustomed, and eventually comfortable with it.

To toggle between auto-fire, normal and slow motion, there is a small switch, which is located at the rear of the joystick base. It can be operated quickly and easily during gameplay. The Competition Pro Standard is still the best, and now that it includes both auto-fire and slow motion, it's a sure winner!

Price: £16.95.

## COMPETITION PRO 5000

This was the joystick that started it all. Yep, that's right! The Pro 5000 has been the forefather of what all joysticks should be, sturdy, well-built, fully microswitched, highly responsive and extremely reliable.

The 5000 was the prototype for the Pro Extra and as its counterpart, is of the same design, but in red and black in colour. It is fully microswitched apart from the fire buttons, and has the same performance qualities and characteristics as the Pro Extra and there is also a clear version too. Another joystick which has just come to my attention, which looks identical to the Pro 5000, is actually a Tabmasters import and is constructed in such a way it can only be described as cheap! It can easily be recognised by looking at the rear of the joystick, there you will seen the words Micro Pro. As well as this, when moving the stick, it gives a stiff and rugged feel. This joystick should be avoided at all costs!

Price: £14.95 (Standard model)/ £13.95 (Clear model).

## EUROMAX MICRO HANDLER

The Micro Handler is, I can only describe as, an all purpose joystick, due to the fact, that it consists of a variety of joystick gadgets which include two paddles, an auto-fire switch, a couple of fire buttons and of course the joystick handle itself.

All of these are contained within a sturdy rectangular metal box, with four suction cups at it's base. It is easily positioned neatly and comfortably upon the lap, or can be placed on a table top and held steady, via the suction cups.

The joystick handle is a real beast, with only one finger, it is possible to sway it easily, in all eight directions. To go with the auto-fire switch, is an auto-fire speed controller, which can speed up or slow down the pulse rate of the auto-fire mechanism.

The fire buttons are just that little bit dodgy. When using them in a rapid motion, they often become stuck, if pressed at an angle. The only way round this is, of course, to press them carefully. Overall, the Micro Handler is a must for all dedicated gunnerss and is worthy of adding to your joystick collection.

Price: £24.95.

## EUROMAX PROFESSIONAL

The Euromax Pro is probably the nearest thing, when it comes to quality and design, to the Competition Pro 5000. Design of the joystick is identical, apart from a few embossed decorative and structural colour. The fire buttons are square, instead of round and is yellow and black in colour.

Joystick manoeuvrability is just great! Smooth, quick and incredibly simple. The fire buttons give superb response and all microswitches give a least noticable click, which I feel is very important, as it gives a much better reaction from your ear to your finger.

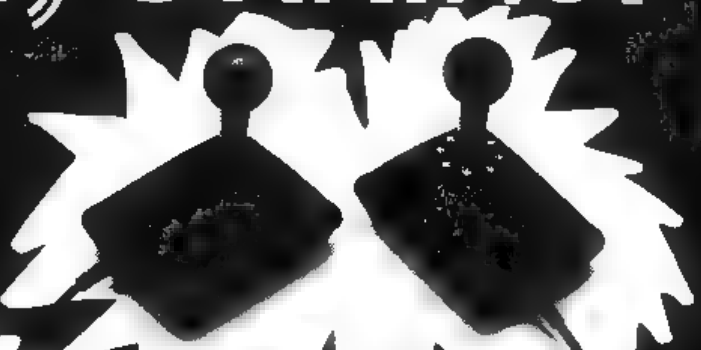
There are two versions of the same joystick, one of these has an auto-fire option and the other one, you've guessed it, doesn't. The Professional has definitely got to be one of the best joysticks on the market, let's hope it stays that way!

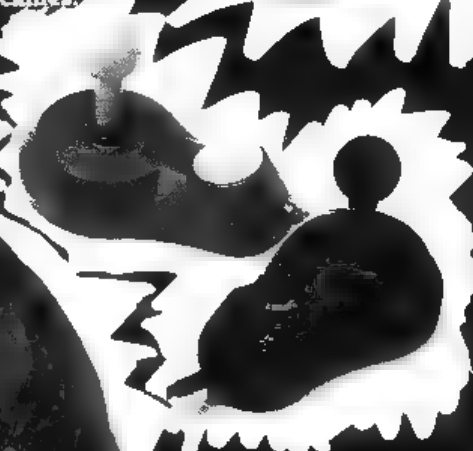
Price: £15.95/£18.95 (Auto-fire)

Euromax Pro – smooth

# CHECK OUT, BRAINS!

**Joysticks, as everybody knows, are seriously crucial to playing computer games. C+VG's Ian "Brains" Machin and Tony Takoushi look at new joysticks for the Sega and Nintendo Mean machines.**





● Euromax Elite – good value

## EUROMAX PRO ACE MICRO ACE

Both the Pro Ace and Micro Ace look exactly the same. The only difference is that the Pro Ace is leaf switch operated and the Micro Ace uses microswitches.

Both look like mini pyramids and have a wide fire button at the front. The Micro Ace gives a relatively good feel and is quite accurate. The Pro Ace, because it uses leaf switches, requires excessive movements to create any response at all.

The price for the Pro Ace seems fair, although having to pay £12.95 for the Micro Ace, I'd rather save a quid and buy the Elite instead! Price: £8.95 (Pro-Ace)/£12.95 (Micro-Ace)

## EUROMAX ELITE

The Elite is quite a neat little joystick, and is one of the joysticks in Euromax's cheaper range and is worth every penny. It uses long lasting microswitches and sits quite well between both hands. The Elite would suit people with small hands and at £11.95 should be within the financial reach of the average game player.

It is red and black in colour and the fire button is positioned to the front of the joystick. The response quality from the Elite is not really up to the Professional's standard, but it's acceptable. As you may already know, C+VG has its own joystick with our neat little logo embossed on it.

Well, our joystick is really the Elite, cleverly in disguise! It's yellow and blue in colour. There is also an auto-fire and non-auto-fire versions of the Elite, but the C+VG joystick is a non auto-fire only.

Price: £11.95/£15.95 (Auto-fire)

## MASTERTRONIC MAGNUM

The Magnum is the ideal joystick for younger gamesters and can easily be held steady by small hands. It looks rather like a gun, except that there is no barrel. The trigger is on a slant and the stick is placed on top just beyond the trigger. It is fully microswitched and responds well to sudden movements. The fire button is nice and large.

The Magnum is ideal for a

Continued

# ANOTHER ONE TO CHECK OUT, BRAINS!

whole host of games, ranging from arcade adventures to super fast shoot 'em ups. Mastertronic have now reduced the price of their magnum to compete against the Speed Kings price cuts.

Price: £12.50.

● Speed King

## SEGA AND NINTENDO

If you are the proud owner of either a Nintendo or a Sega console you will probably have felt quite a bit of frustration on using the control ler pads that come with the units, writes Tony Takoushi.

This isn't to say they are no good, on some games they are ideal but GENERALLY they leave a lot to be desired. I went hunting around to see if there are any alternative joysticks that are compatible with the consoles. I found that Sega have released a new joystick (to be reviewed when I am sent one!) as well as a special trackball controller, I have yet to hear of Nintendo doing the same.

● Nintendo

● Sega

Other companies have seen the gap and have stepped in, Wico is well known for its arcade and home computer joysticks and now it has produced the Command Control for the Nintendo. A UK company, Konix has also released a contender in the Nintendo and Sega stakes with its specially fitted Speed King joysticks.

The standard Sega and Nintendo joysticks are very similar in design and function. They both have A+B buttons and the joystick section is simply a press down pad that is thumb size. The Sega has a screw-in knob which gives the press down pad that is about a better feel but still remains fiddly and unbalanced in the hand.

Problems tend to occur on games where you need a fine control of diagonal position. For a game which requires straight up/down/left/right the controller is OK.

As I said above the Nintendo has two alternatives, Wico or Konix. The Wico weighs in at a hefty 16 pounds (sterling) and is not cheap. But you do get what you pay for, it is very rugged and is clearly built to last. As you can see from the picture the SELECT and START buttons are on top of the base unit with the fire button on the joystick handle, the B button is on either side of the base of the stick (good news for the left or right handers among you).

It has a four foot cord and the unit slips easily into your hand. The response is fast and smooth, and clearly Wico has employed the same design and quality thinking in this stick as in its other arcade and computer joysticks.

The Konix Speed King has been around for home computers and the console version retails for £12.99 which is quite a bit less than the Wico. It has a four foot cord, is designed to fit in the palm of your hand and boasts a shorter faster throw (stick movement), the fire button is well placed by your index finger.

Indeed, the joystick is well designed for your hand and has a fast feedback. The START and SELECT buttons are placed on top of the base unit and there is an auto-fire option on the rear end of the unit.

I quite enjoyed playing with the Speed King BUT real problems occurred when I had to use the B button in a game. This was because it was placed and it was very distracting trying to alternate between buttons. I also found the stability of the stick to be uneven and it tended to rock back and forth when I was in tight corners.

## KONIX SPEEDKING

The Speedking comes in three versions for computers and games consoles.

The Speedking is probably the only joystick which has been designed, solely to fit perfectly into the hand, that is, into a big hand. It's design and size suggests that it can be held in the palm of a large hand. Therefore it is ideal for an adult, and may be found awkward for a child. The stick is easily manoeuvrable, responds well and can handle a considerable amount of frequent pounding.

It uses microswitches as does the fire button, which is situated to the right hand side of the grip.

There are also two other versions of the Speedking for the Sega and Nintendo, each has all the features of the original Speedking, but include the necessary connections and adaptors to make them compatible. At £11.99, plus the game Thing Bounces Back, the Speedking is even more value for money!

Price £11.99/£12.99 (Nintendo).

| | DURABILITY | DESIGN | VALUE FOR MONEY | IAN SAYS |
|---|---|---|---|---|
| Competition Pro Extra | 9 | 8 | 10 | Excellent |
| Competition Pro 5000 | 8 | 8 | 10 | Excellent |
| Micro Handler | 8 | 8 | 8 | Excellent |
| Professional | 8 | 8 | 8 | Excellent |
| Elite:C+VG | 8 | 8 | 8 | Average |
| Pro Ace | 8 | 8 | 8 | Average |
| Micro Ace | 8 | 8 | 8 | Average |
| Speedking | 8 | 8 | 8 | Good |
| Magnum | 8 | 8 | 8 | Good |

# MICROPROSE

## THE ACTION IS SIMULATED
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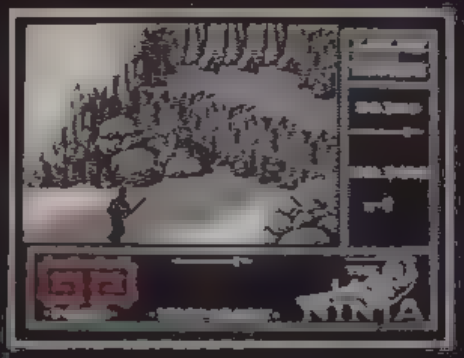
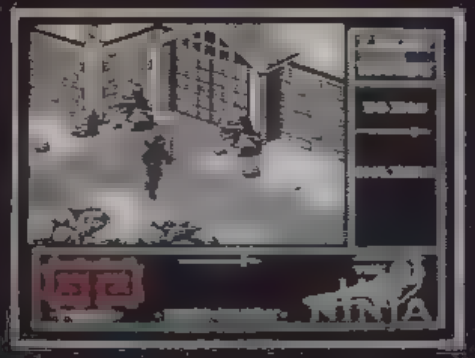
# NINJA

# ...THE STATE OF THE MARTIAL ARTS COMING SOON FOR SPECTRUM.





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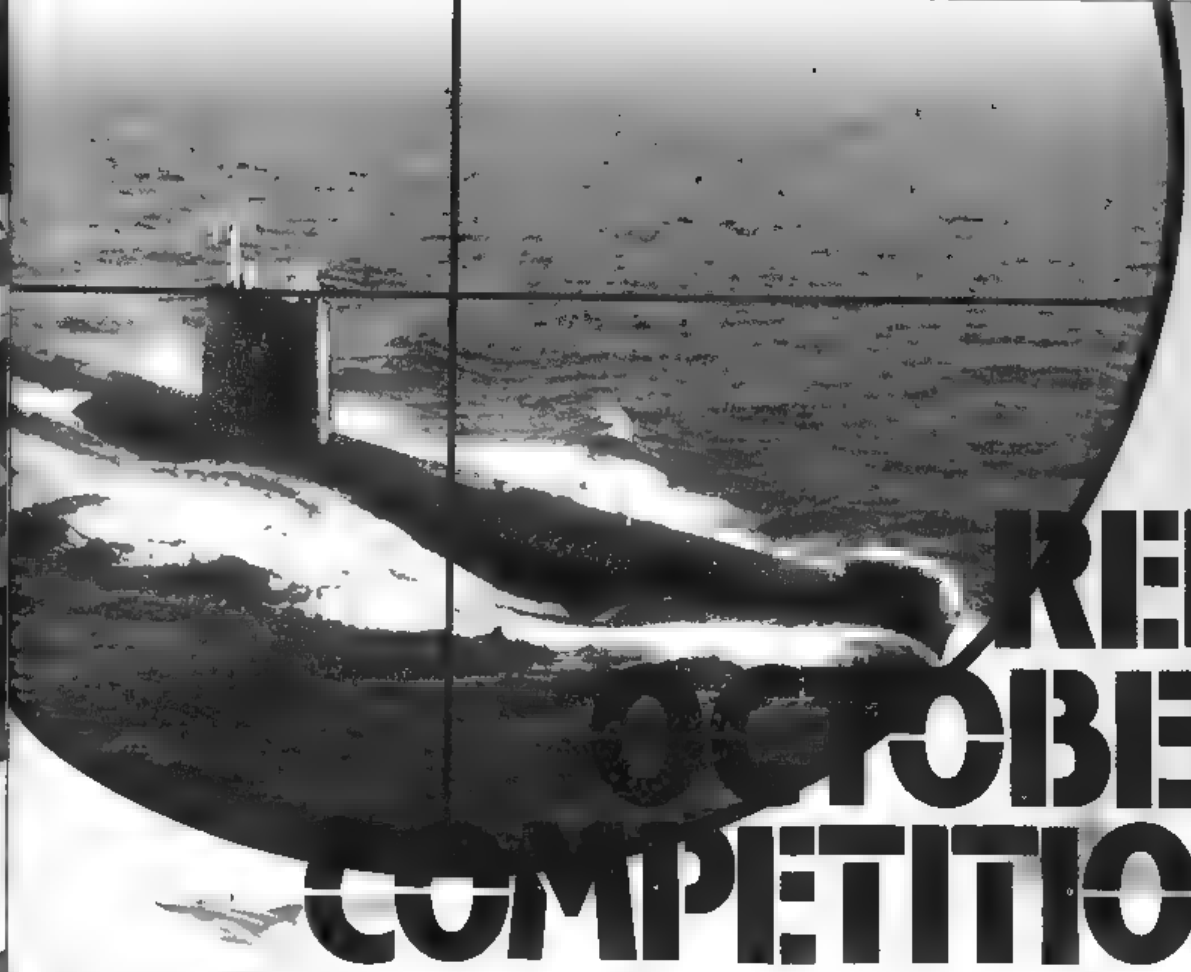


# RED OCTOBER COMPETITION

**Dive! Dive! Dive! Up periscope and fire all tubes. As you can tell we're all at sea on the good ship C + VG as we join in *The Hunt for Red October*, the excellent Argus submarine simulation based on Tom Clancy's best-selling book of the same name.**

**And you could be all at sea as well if you enter our faberoonie competition. The prize is a trip on a Royal Navy submarine. Unbelievable, eh? But be warned the competition is tough. This competition is also being run in Commodore User and Sinclair User and there can only be one winner.**

The trip will be made on an Oberon Class Submarine (295 ft Long – 26.5 ft Deep – Displacement 2030 on the surface and 2410 tons when "dived" – carries 8 × 21 inch torpedo tubes and 24 torpedoes – 12 Knots on surface – 17 Knots dived – has a 9000 mile range and carries 69 crew composed 7 officers and 62 crew). No date is currently set for the trip and this will be planned with the winner when chosen. But the sub will sail from Gosport, Hants.

The ten runners up from C + VG will get copies of the game, either on 16-bit or 8-bit. So don't forget to tell us which computer you own.

Now for the hard part – the questions. They are harder than in normal C + VG competitions because the prize is so special. Okay, here we go.

1 Name Tom Clancy's follow-up to *The Hunt for Red October*

Answer _____

2 Where and what is the Reykjanes Ridge?

Answer _____

3 What does *NATO* stand for?

Answer _____

Send your answers together with the printed coupon to *The Hunt for Red October* competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is February 15th.

*The Hunt for Red October* Competition

Name _____ Age _____

Address _____

My computer is _____

# LONE

**The Lone Wolf series of role-playing game books have so far notched up sales of 5.4 million worldwide. The eleventh book, The Prisoner of Time, was released in December and the final book, The Masters of Darkness, will be published next April. C + GV Deputy Editor Paul Boughton meets Lone Wolf creator Joe Dever.**

**If you wish to read this feature go to 1**

**If you do not wish to continue go to 4.**

## 1

Congratulations! Your decision to read on marks you down as a person with a questing mind ready for new experiences, eager for action and a burning desire to take charge of your own destiny. For you need quick wits and swift reactions to survive fantasy role playing books and, in particular, the world of Magnamund, against which the highly successful *Lone Wolf* books are set.

**If you wish to read about Lone Wolf's creator, then go to 5.**

**If you want to know what a game book is, then go to 13**

## 2

The first two Lone Wolf Books, *Flight from the Dark* and *Fire on the Water*, are being turned into graphical adventures by Supersoft. The plot of the games will closely follow that of the books but Joe believes fans of the books who play the games will get something new. The games should be released in April on Spectrum, Commodore and Amstrad.

**If you wish to read about the Lone Wolf board game, then go to 12**

**If you wish to read about C + GV's Lone Wolf competition, then go to 15.**

## 3

Lone Wolf is the last surviving Kai Lord. His peace loving home, Sommerland, was plunged into war when a vast army of the Darkands suddenly invaded. All the Kai Lords, save Lone Wolf, were killed. He vowed vengeance on the killers. All Kai Lords are skilled in various disciplines such as camouflage, hunting, tracking, healing and weapons. They also have a sixth sense which alerts them to imminent danger.

**If you wish to read about the world of Magnamund, then go to 8.**

**If you wish to read about the Lone Wolf Club, then go to 10.**

## 4

Your decision to stop reading means you have no staying power and, even worse, you've probably missed out on another great C + VG competition.

**If you have changed your mind and wish to continue, go to 1**

**If you really have finished then turn over the page**

## 5

Joe Dever, creator of the Lone Wolf books, was born in 1956 at Wood[illegible], Essex. So far he has published over [illegible] books about the [illegible] of Magnamund. The twelfth and last of the series will be available next April.

Years of playing role games, the inspiration for the books of Tolkien and Michael Moorcock, inspired Joe to create his own fantasy world.

After leaving college, Joe [illegible] a music shop, playing with a local band, [illegible] music and [illegible] at Virgin Records at [illegible] where he was [illegible] Angeles. Joe first encountered role playing in *Dungeons and Dragons*. It was [illegible] its infancy, says Joe, but I saw the potential and got into playing the game. From then on he was hooked on concept, content and its future.

And five years later, in 1982, Joe won the Advanced Dungeons and Dragons championships held before 16,000 people at Origins, the major US game convention, held in Baltimore. He was the only British competitor.

But before that triumph, back in England, Joe started to run D + D games for the bands who were recording at Virgin's Manor Studios in Oxfordshire.

It was while playing games that I started to develop my own world for an adventure to take place in and documented it.

The world he created was vast and complex, with its own myths, legends, heroes, villains, races, animals and languages. Originally Joe intended this world to form the background to his own fantasy game. Eventually it was to become the world of Magnamund and background to Lone Wolf.

**If you want to know more about Magnamund, then go to 8.**

**If you want to know about Joe, then go to 7**

## 6

Joe Dever has also written four books in a series called *Combat Heroes*. Each book in the series can be played as a solo adventure or when combined with its companion book, two people can play a combat game.

**If you wish to read about the Lone Wolf computer games, then go to 2**

**If you wish to finish reading this feature, go to 4**

## 7

The advent of punk rock saw Joe make the decision to quit the music business. The Sex Pistols and New Wave music wasn't for him. It was a momentous decision. He ended up running a games shop in London where he met game designer and illustrator Gary Chalk.

**If you want to know more about Gary Chalk, then go to 16**

**If you want to know more about Joe, then go to 9**

## 8

The Lone Wolf series of books are set in the vast and complex fantasy world of Magnamund. Joe Dever has given it more than 2,600,000 years of its history, geography, nations, creatures, myths, legends and gods. Together with Gary Chalk, Joe Dever produced *The Magnamund Companion*, a lavishly illustrated guide to this fantasy land. It's a must for those captivated by the Lone Wolf books and is published by Beaver Books at £6.95.

**If you wish to read about Joe Dever's new *Highwar Warrior* books, then go to 14**

**If you wish to read about the Lone Wolf computer games, turn to 2**

## 9

Role playing games have always had a cult following. Joe wanted his adventure to have more appeal. The paperback game books would be ideal. Paperback distribution is mass market but fantasy is a minority.

Drawing on the 28,000 years of history he created for his game, Joe set about writing the first Lone Wolf book. Gary Chalk illustrated it.

I wrote the first book in two weeks of holiday. I went to a house in Cornwall on my own with lots of paper and a typewriter, says Joe.

The success of Ian Livingstone and Steve Jackson's *Fighting Fantasy* books alerted publishers to his new sort of idea. I picked three of the top publishers and they all wanted it, says Joe. In the end it was Sparrow Books, part of Hutchinsons, which signed him up.

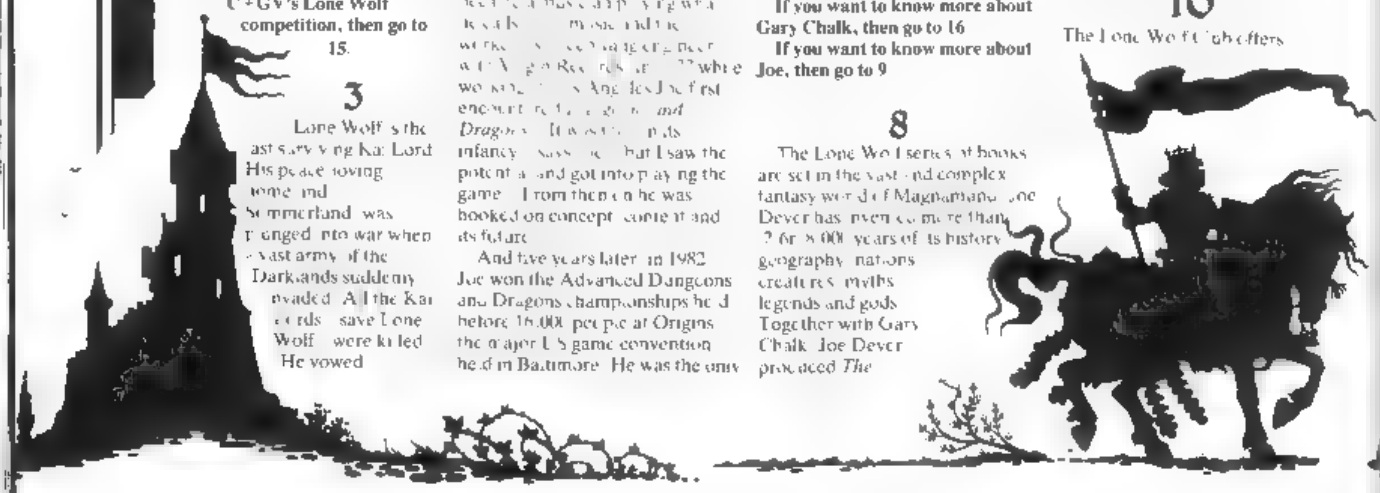
The first book was an instant success and the other books soon followed. Lone Wolf books won Gamebook of the Year awards in 1985, 1986 and 1987.

**If you want to know about how Joe writes the books, then go to 11**

**If you want to know about Joe's future plans then go to 14.**

## 10

The Lone Wolf Club offers



# WOLF

readers the chance to become more involved with the fantasy world. Joe writes a regular newsletter to members and the club offers competitions, events and the chance to collect Lone Wolf Souvenirs and signed copies of the books.

Joe also hosts special adventure games for club members at his home. Those lucky enough to be invited get the chance to see Joe's 20ft by 20ft games room and his collection of 18,000 fantasy and historical gaming figures. Joe reckons it's one of the biggest collections in Britain.

If you are interested in joining the Lone Wolf Club then write to: The Lone Wolf Club, Beaver Books, Brookmount House, 62-65 Chancery Place, London WC2N 4NW. Do not forget to enclose a large stamped addressed envelope. Sorry but club membership is open only to people in the UK and British Forces Postal Overseas.

**If you wish to stop reading this feature, go to 4.**

**If you want to read about Joe's future plans, then go to 14.**

## 11

From the start Joe saw the Lone Wolf series running for 20 books. Upon the books as a series rather than just as one-offs I know the whole story. I then break down into the books, each with its own climax. I then simply write it.

Joe makes it sound incredibly easy. But it's tremendously hard work getting the books down on paper. He says: On average I'm doing five to six books a year. It's quite a demanding lifestyle but it has its rewards. I get over 100 letters a week. It's nice to know millions are enjoying the series. But I work six days a week and I sleep on the seventh.

**If you wish to read about the Lone Wolf Club, then go to 10.**

**If you want to enter C+VG's Lone Wolf competition, then go to 15.**

## 12

A board game featuring Lone Wolf will be available in April. But says Joe: It's not just targeted at fantasy fans but he hopes will have a broader appeal.

**If you want to read about the Lone Wolf computer games, then go to 2.**

**If you wish to read about Lone Wolf, then go to 3.**

## 13

The wonderful thing about game playing books is that the reader plays the hero and main character. Your decisions are his decisions. Whether you succeed in completing the book's quest or task is up to you.

Normally you can equip yourself with a selection of weapons and skills. Every so often you are confronted with decisions, battles or puzzles and a series of options for you to chose from, just like this feature. Well you do this or that. The decision you take could send you off into another part of the adventure, end it immediately or allow you to progress. During the adventure decisions you make will earn you points in say combat skill or endurance. When you have to battle with some person, monster or creature the outcome could depend on your current points status. The skills and points earned in one book can be carried over into the next book of the series. But at the same time you do not have to play the first book in a series to enable you to enjoy subsequent books.

**If you wish to read about Lone Wolf, go to 3.**

**If you wish to read about Joe Dever's other role playing game books, then go to 6.**

## 14

The twelfth and final Lone Wolf Book, *The Masters of Darkness* will be published in April. But Joe Dever fans need not despair. He is already hard at work on his next game book series called *Highway Warrior* set in Texas in the year 2020 following a post nuclear holocaust. The disaster was caused not through war but by terrorism. The reader plays the part of Caphoenix who must burn down the bad guys. Joe says the series will be a cross between *The Grapes of Wrath* and *Mad Max*.

The first book in the series is called *Freeway Terrorism* and is due to be published in July. He is contracted to write four books and there is an option on four more.

After the first four *Highway Warrior* books have been published Joe plans to return to Lone Wolf with what he describes as a grandmaster series which he says will take the character to a higher level of confrontation talking to the gods.

**If you wish to read about the planned Lone Wolf computer games, go to 2.**

**If you wish to read about the Lone Wolf board game, go to 12.**

## 5

Computer + Video Games has got 12 signed copies of Joe Dever's latest Lone Wolf Book, *The Prisoners of Time* to give away as competition prizes.

All you have to do to be in with a chance of winning is answer the following Lone Wolf questions in the special panel.

## 16

Gary Chalk was the first illustrator for the Lone Wolf books, although other artists now provide the illustrations. Gary was born in 1952 and began playing war games at the age of 15. His interest in gaming led him to be involved in the creation of several games including *City Havoc*, *Starship Captain* and *Battlecars*.

▲ Joe Dever

on which he worked with Fighting Fantasy man Ian Livingstone.

**If you want to know more about Magnamund, then go to 8.**

**If you want to read Lone Wolf books, then go to 17.**

## 17

The Lone Wolf series of books consists of 12 titles: *Flight from the Dark*, *Fire on the Water*, *The Caverns of Kalte*, *The Chasm of Doom*, *Shadow on the Sand*, *The Kingdoms of Terror*, *Castle Death*, *The Jungle of Horrors*, *The cauldron of fear*, *The Dungeons of Togar*, *The Prisoners of Time* and *The Master of Darkness*. They are published by Beaver Books and are available from all good bookshops.

**If you wish to know about the *Magnamund Competition*, then go to 8.**

**If you wish to know about C+VG's Lone Wolf Competition, then go to 15.**

### LONE WOLF COMPETITION

How many books are there in the Lone Wolf series?
Answer

2. What is the name of Joe Dever's new series of books?
Answer

3. Which company is producing the Lone Wolf computer game?
Answer

4. Where was Joe Dever born?
Answer

NAME

AGE

ADDRESS

Send you answers together with the printed coupon to: Lone Wolf Competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is February 16 and the editor's decision is final.

**If you don't know the answers go to 1.**

**If you wish to know about the Lone Wolf computer games, then go to 2.**

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**WINTER ISSUE 1955**

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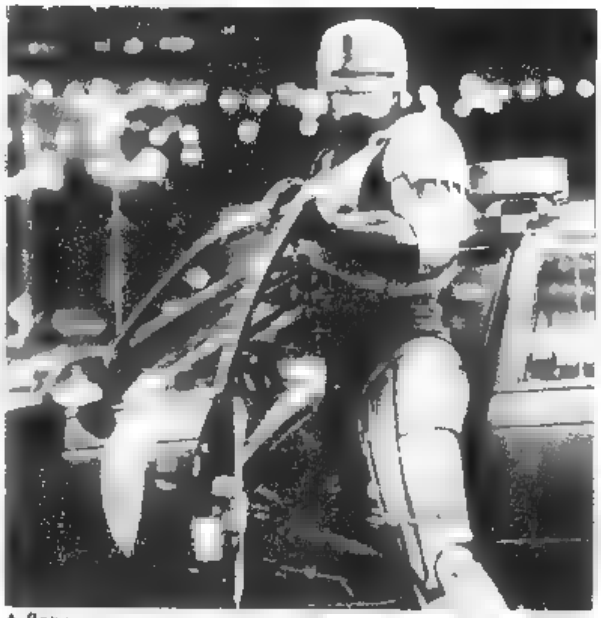
# The Big Screen

**Time to cop this month's cinematic treats and root out the odd criminal. Ward R Street acts as judge and jury.**



▲ Robocop

▲ Robocop

▲ Near Dark

# The Big Screen

**No Way Out (15)**

▼ No Way Out

**China Girl (18)**

▲ Woo Woo Kid

**The Woo-Woo Kid PG**

▲ Gardens of Stones

▲ King Lear

**Tough Guys Don't Dance**

**King Lear (15)**

**Robocop**

**Gardens of Stone**

**The Woo-Woo Kid**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Bonos partner Fozzy restrains a monster

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With the aid of your business partner, named Fozzy you produce the soap by collecting skeletons amongst the castle caverns and then boiling the bones in a cauldron.

However, the castle caverns are fraught with danger: there are monsters who will kill you, spiders who will eat you alive, and glooks who will block your path. If will pay you dividends to also avoid the perilous trapdoors and hidden volcanoes.

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# NEXT MONTH

Have I got news for you. Next month C&VG will hit the streets with several improvements that you have asked for. You said you wanted more reviews and we are going to give them to you – Twice as many as before, with a revamped marks system, and stacks more screen shots.

16 BLITZ – If you have just bought an Atari ST or Commodore Amiga then you just can't afford to miss this one. The games are piling up and our reviewers were busy playing them during the Christmas pudding season – so get yourself in the know by reading them.

Shuck and Doode cut up rough on the London Underground.

Mean Machines is better than ever with the latest batch of cartridges hot off a plane from Japan.

EYE – Win the whole kaboosh – the book, the game the t shirt Zzzzzz.

FREE pull-out poster.

Golden Joysticks – latest news on how the voting is going.

## OUT ON THE 15TH FEBRUARY

Dear Mr Newsagent, Avoid a visit from Shuck and Doode and reserve me a copy of Computer + Video Games, March issue!

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● Hurtle into the future with February's C+VG out on February 15th. It's hotter than hell... in a cool sort of way.

# TARTAN

**Wh[redacted] budget software company and extremely fast cars have in common? Computers, that's what. Johnny Dumfries is one of the best young British racing drivers around, and lately he's been seen in the company of Code Masters and their Grand Prix Simulator game – currently sitting pretty at the top of the software charts. But there's more to computers and motor-racing than playing games. C+VG went to fr[redacted]**

"Playing *Grand Prix Simulator* requires accuracy and finesse," says Johnny Dumfries, "just like driving a real race car." And he should know. Johnny's racing career spans 100cc karts, Formula Ford single seaters, up to a Formula One Lotus and the frighteningly powerful Jaguar sports cars.

He got involved with Code Masters when the Darling Brothers approached him to endorse their *Grand Prix Simulator* product. Johnny liked the people and the game and decided that the deal was for him.

Johnny is well aware of computers – but not because they add to his sponsorship deals. Microprocessors play an increasingly important part in modern racing cars. They control the engine management system, look after the suspension and can even tell you if you're got a flat tyre.

The Jaguar Johnny drove last season had special sensors fitted which relayed tyre temperatures back to the cockpit. Johnny could use this to check tyre wear and watch out for slow punctures.

If one tyre starting getting very hot all of a sudden there was a high probability of a flat, so he could head for the pits and change the offending bit of rubber. This information is crucial in long distance races and could be the difference between winning and coming nowhere.

At Le Mans last year Johnny drove the 24 hour race in a Mercedes with a complex computer controlled engine management system which allowed him access to all kinds of information about the performance of his car. As he belted along the long Mulsanne straight – the only part of the track where he could relax for a while – he could call up info about how much fuel he was using and even how fast he should go to make the fuel last until his next pit stop or until the chequered flag.

You've all seen the consequences for drivers who ignore the computers advice on TV – and it must be really embarrassing having to push your car over the finish line!

Most cars also transmit information to their pit crew once a lap as they speed past the pits a microwave pulse from a computer in the pits triggers the on board microprocessor to cough up all its data. That way the engineers and designers can keep an eye on their cars performance during a race.


Johnny has also driven an active suspension Corvette in the States. Active suspension means that each of the corner of the car responds independently to the road surface it encounters making the ride much smoother. But all

# TERROR

this has to be controlled by a chip to make the machine driveable

This technology already used by the Lotus and Williams Formula One teams will soon be seen on normal road cars

This year Johnny will be driving full time for the Jaguar endurance racing team. Despite his past Grand Prix experience none of the top Formula One teams offered him a drive which s the r loss because Mr Dumfries is destined to be a World Champ. But the Darling Dumfries is all set to continue with potential new projects coming continuing the-r tie-up this year

JOHNNY DUMFRIES FACT FILE

John Colum Crichton – Stuart. Earl of Dumfries, is recognised as one of Britain's brightest new stars in Grand Prix racing

Starting in 100cc Karts in 1980. he quickly graduated to Formula Three in 1983 The following year with backing from British Petroleum he totally dominated the Marlboro British Formula Three Championship, taking the title with ten wins and in addition finishing runner up in the European Championship

The evidence of his outstanding talent did not go unnoticed by the Grand Prix team managers and offers to test their cars came from the top teams. By the end of 1984 he had tested for Williams, Lotus, Brabham and McLaren.

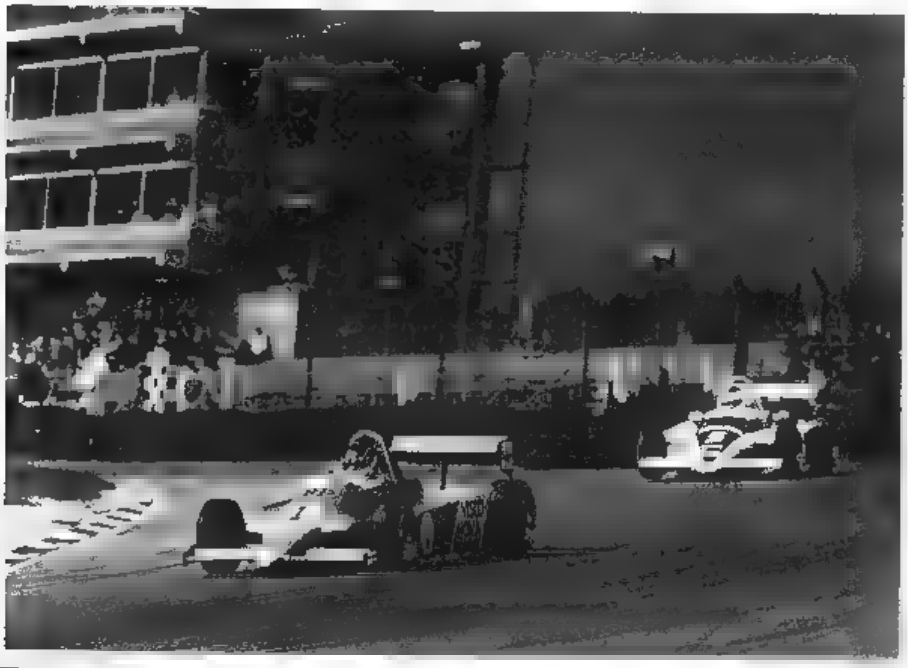
The beginning of 1985 brought an offer from another famous team, Ferrari. It was Ferrari who persuaded Dumfries to sign an exclusive testing contract for the factory Formula One team The first British driver to sign such a contract since 1968

1986 saw Dumfries invited to join Ayrton Senna in the prestigious Team Lotus line up for his first full Grand Prix season The first race of the season, the Brazilian Grand Prix, was a promising start with the new recruit running as high as fifth place before being sidelined with mechanical problems

Although poor mechanical reliability was to keep him out of the top placings on other occasions, his determination and the efforts of his dedicated race crew were to ensure that he finished the season with world championship points.

Finishing fifth in Hungary and sixth in Australia

Last year he drove for six different teams in the World Endurance Championship, including the Kouros Mercedes Sauber team and Jaguar eventual championship winners In 1988 he will again drive for the Jaguar team



JOHNNY DUMFRIES CODE MASTERS COMPETITION

We've got 20 copies of **Code Masters'** *Grand Prix Simulator* game to GIVE away to C + VG readers. The game is available for the Spectrum, Commodore and Amstrad *Grand Prix Simulator* features a two-player option with 14 circuits, involving bridges, oil patches, chicanes, all the excitement of a real life top flight motor race All you have to do is answer these three simple Grand Prix quiz, fill in the coupon and rush it to Computer + Video Games, Code Masters Comp, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU Closing date is February 16th, normal C + VG rules apply and the team managers decision is final. Watch for the green light then GO The first five correct answers out of the crash hat will get a special Code Masters baseball hat!

C + VG GRAND PRIX QUIZ

1 Name the 1987 Formula One World Champion.

2 Alain Prost now holds the record for the most Grand Prix wins How many races has he won?

3 Which team does Britain s top F1 driver Nigel Mansell drive for?

C + VG/CODEMASTERS COMPETITION

Name _____

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My answers are

1

2

3 _____

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● Screen Scene

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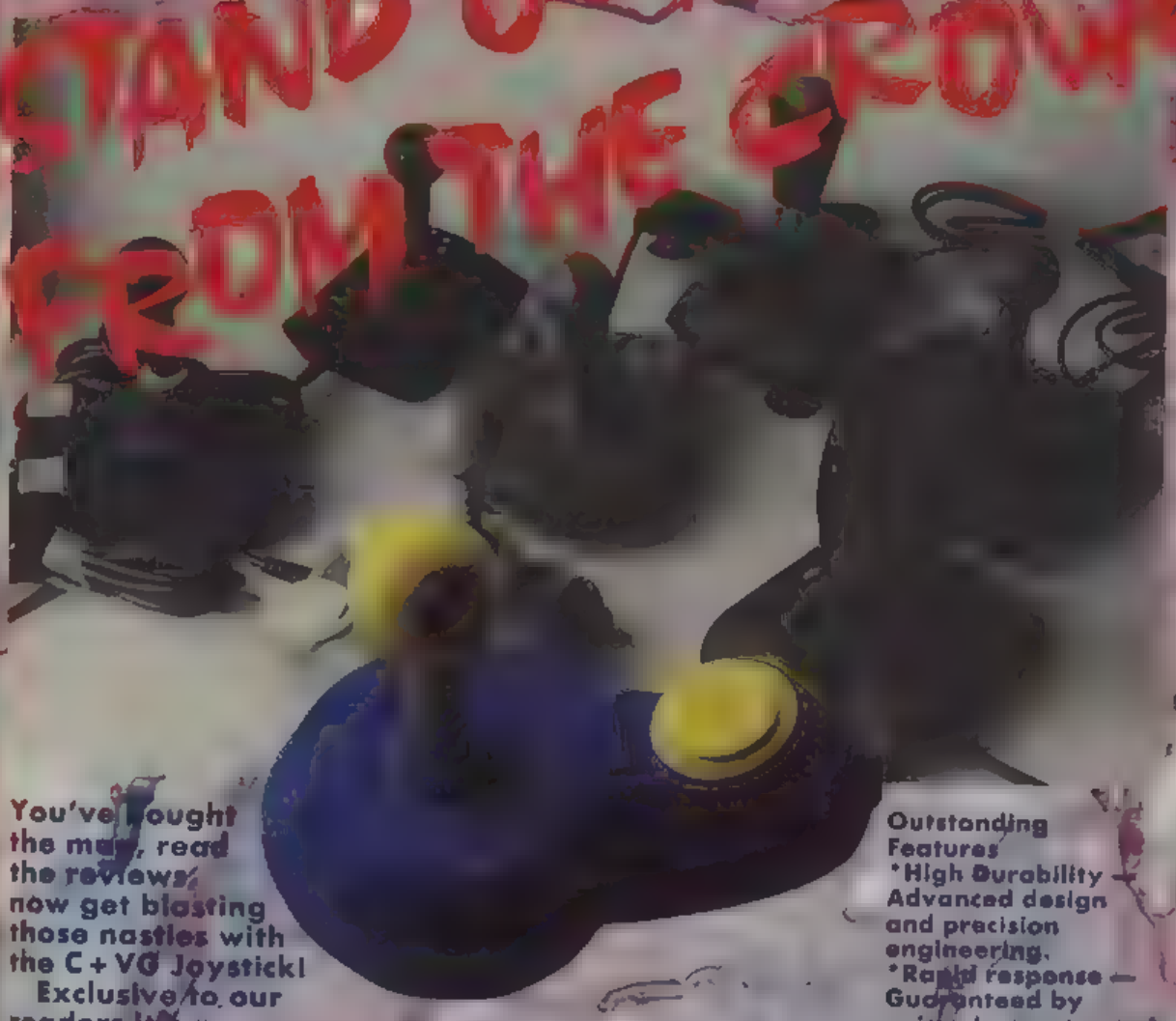

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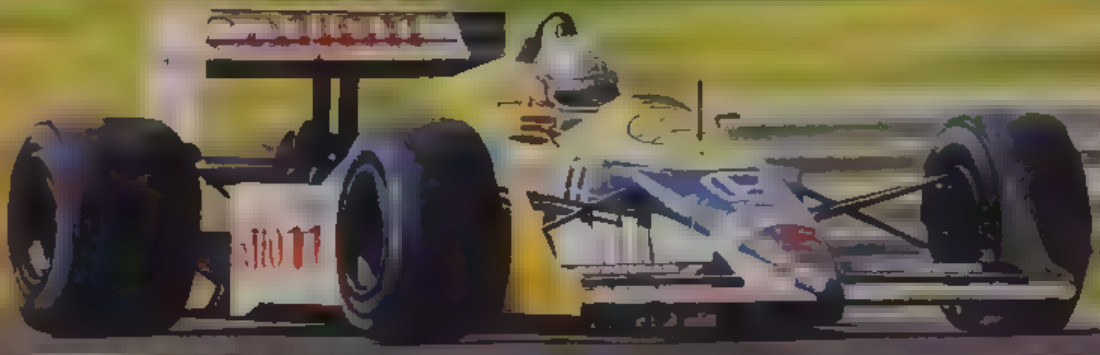

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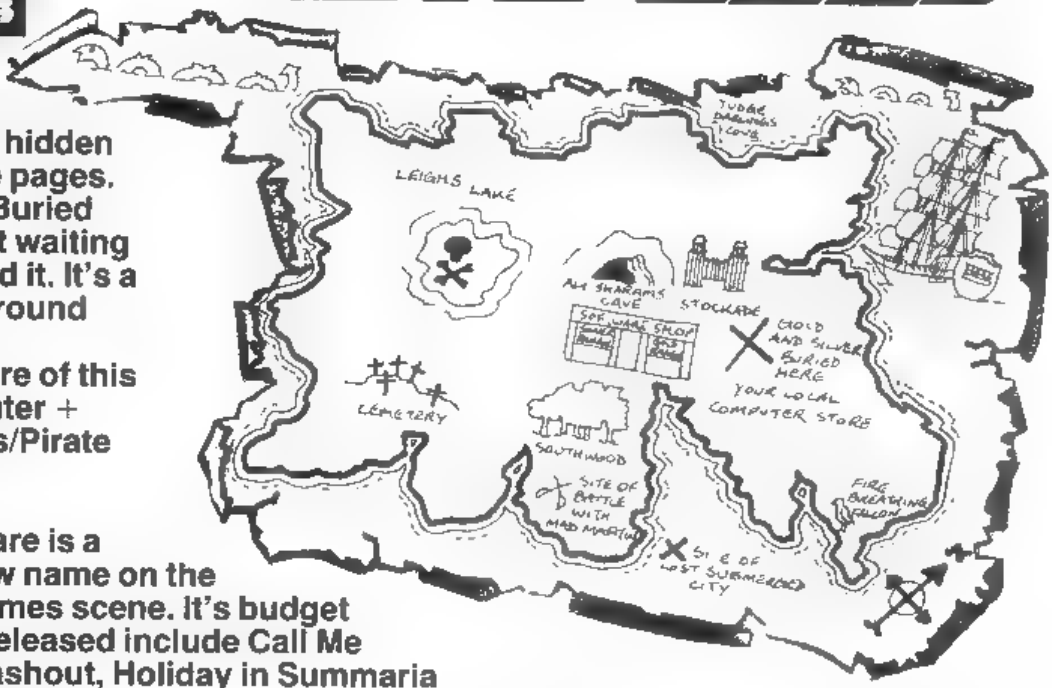


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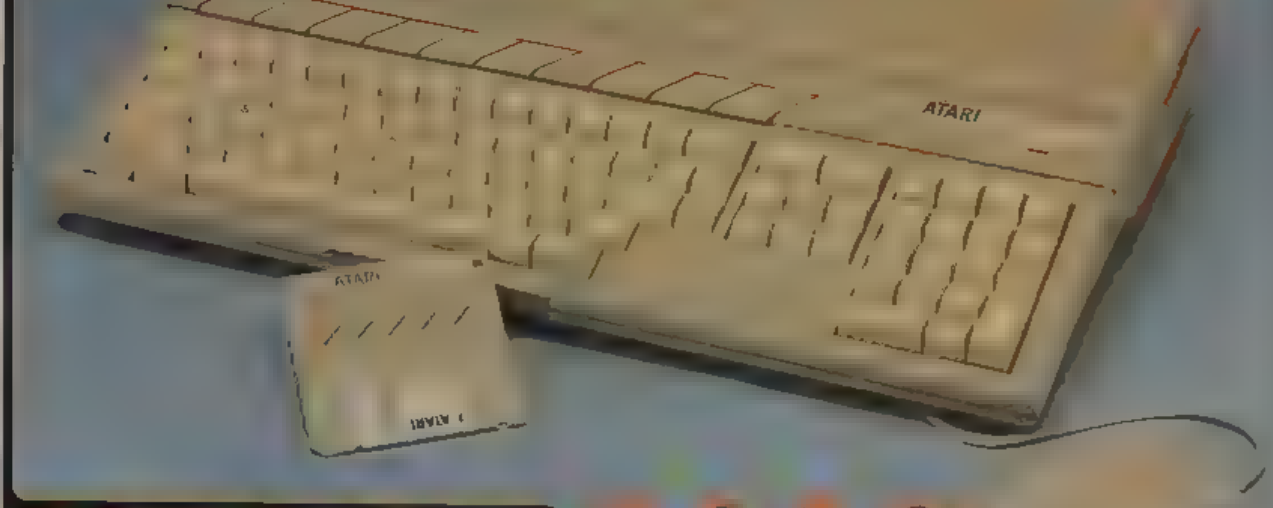


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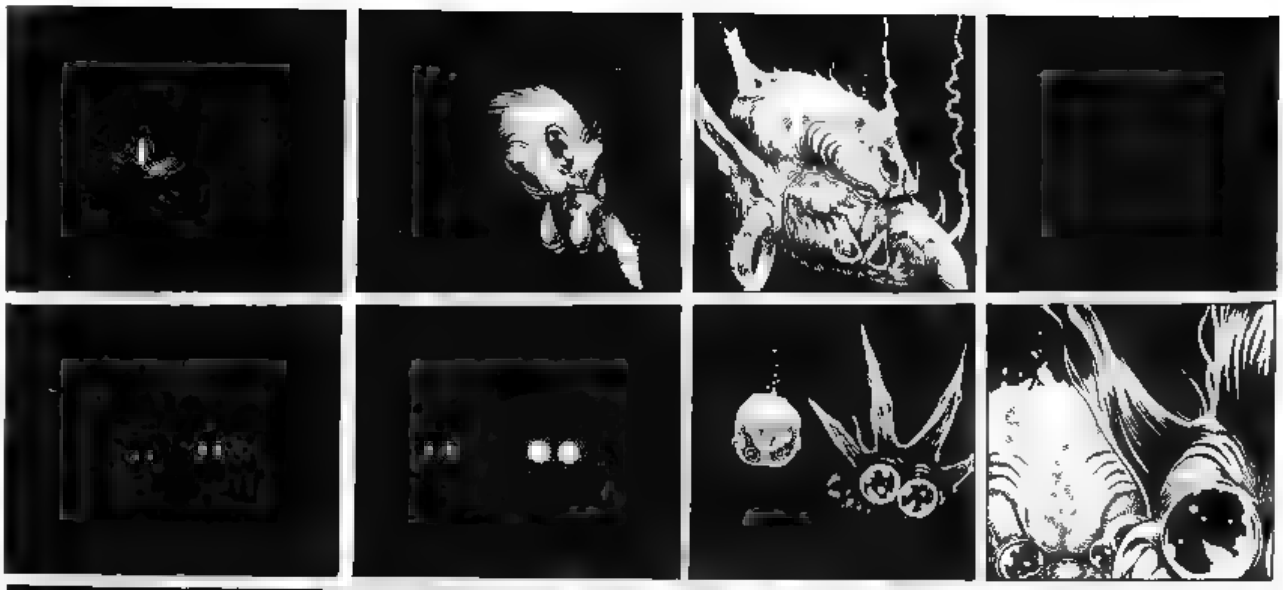

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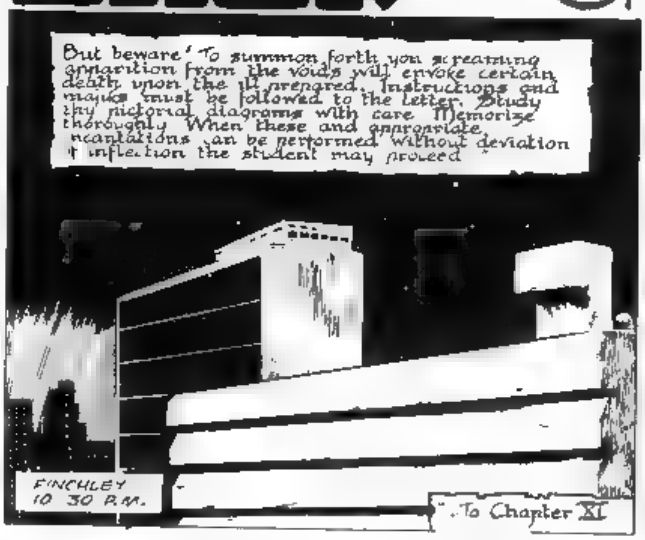
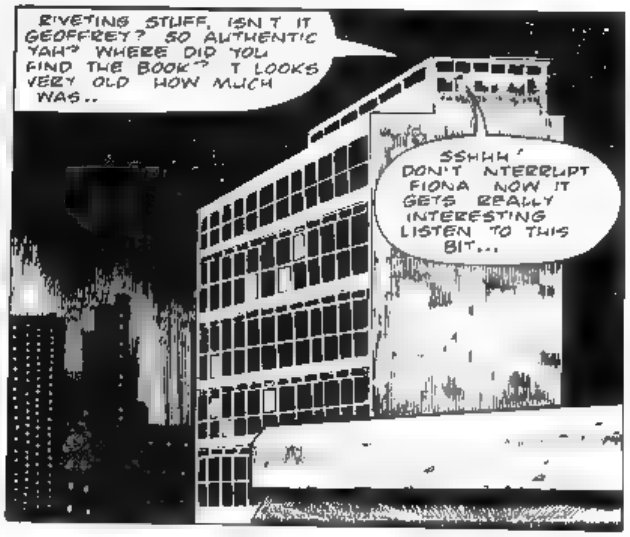
TIM CROWFOOT
**ART**
SIMON HARRISON
**LETTERS**
ANNIE HALFACREE



10 HIT GAMES

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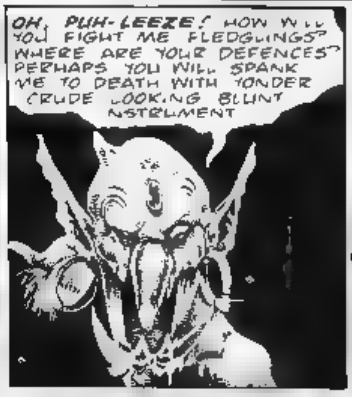
ocean


Study fig (ii) with care Then render an accurate reproduction upon the floor of your dwelling fig (ii) must be drawn in fresh lambs blood now proceed to Chapter XII.
OH HOW GROSS! WHERE DID YOU GET THAT THING?
SECOND HAND BOOK SHOP DEA CHEAP TOO
JUST TO SEE THEIR FACES WHEN THEY READ THIS HEH THEY'LL ARGUE AND DONT FICATE LOUDLY ABOUT INCLINE AND ANGLES OF INCIDENCE BUT STILL IT WILL MAKE NO SENSE TONIGHT I FEEL EXTRAVAGANT TONIGHT I BURGLE THE PENTHOUSE FLATS
FSSST!
HMMM APPARENTLY FIG (ii) IS YOUR... UM PROTECTION FROM ANYTHING SUMMONED FROM THE DARKNESS CHAPTER THIRTEEN CONTAINS THE CORRECT INCANTATION TO SUMMON THE APPARITIONS THERE IS A WARNING HERE. LISTEN.
On no account must the student recite the final chapter until having mastered Chapters I to XII.
GO ON READ IT GEOFFREY
I LIKE
EACH CRACK IS A CHASM EACH POCK MARK A CAVE THIS VERTICAL CONCRETE IS MY ELEMENT I CANNOT FAIL
GOING UP
SCHRANK PANTHER STRIKES AGAIN
WHAT DO YOU WANT LITTLE SWINE?


SHOW SOME RESPECT FLEDGLINGS! LOOK UPON A MIGHTY BEING AND QUIVER! FOR TEN THOUSAND YEARS I'VE LIVED IN A TERRIFYING PLACE FAR BEYOND THE REACH OF YOUR MUDDIEST DREAMS WHERE THE DARKNESS IS SO SLOE BLACK AND THICK LIKE TREACLE! AND IT STINKS WHICH SUITS ME FINE NOW!
YOU TALK TOO MUCH UGLY FACE


SILENCE!! I'M A MEMBER OF THE BLACK COUNCIL I'LL HAVE YOU FLOGGED, LITTLE RATSSPIT SCUM
WE'VE COME TO PUT YOUR LIGHTS OUT


HAH HAH HAH HAHG YOU KILL ME?


OH, PUH-LEEZE! HOW WILL YOU FIGHT ME FLEDGLINGS? WHERE ARE YOUR DEFENCES? PERHAPS YOU WILL SPANK ME TO DEATH WITH YONDER CRUDE LOOKING BLUNT INSTRUMENT


NOT EXACTLEE


AK!
KOOK


AHA!
YOWWWWL!!
GRAB M
DONK!
DONK!


GAH BE QUICK BE QUICK BE
BE SILENT BE SILENT BE
MMFF!
FOO!
FOO!
FOO!

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DEAD AT LAST COUNCILLOR AND NONE TOO SOON, YOU LUDDITE! AND NOW WE TAKE THE JEWEL AND FLY
Grivaris Bolomanus Ikk-Hüt ..
stab
YEEEK!
FOOM
OHO A DISTURBANCE IN THE PENTHOUSE
GRINNING FIENDS? MYSTERIOUS EXPLOSIONS?
I MUST INVEST GATE I MUST GO DOWN.


GA-ROOCH!
XA30
GASP!!
SMART!
CHIME!
OMYGOD! THEY GOT THE GOLF!
LITE
LIT
END OF PART ONE
FUD!

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All the thrills and skills of real skateboarding in this unique challenge to become champion of the skating world. Starting out from 'Slate City' test your abilities amongst the numerous skateparks, improving your techniques both in freestyle and competitive action as you attempt to complete the ultimate manoeuvre – the 720 degree twist while soaring through the air.

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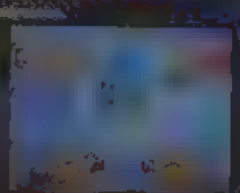

Screen shots from Amstrad version

U.S. Gold Ltd., Units 2/3 Holford Way, Holford, BIRMINGHAM B6 7AX. Tel: 021-356 3388

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# ADVENTURE

# The Fiend....

**And it came to pass that the Fiend descended from the Folly to move among us ordinary mortals and go in search of adventure. Or rather adventure games. Was he pleased with the state of play? Read on to find out in the latest missive from Folly.**

The doings of feeble mortals are usually beneath the notice and contempt of The Fiend my megabrain being involved in thinking thoughts way beyond their comprehension or wit

Only occasionally do the squawkings of you adventurers reach sufficient volume to disturb my meditations in the deep caves beneath the Folly THIS is one such occasion

It seems there is incredible controversy raging over the relative merits of Infocom games versus Magnetic Scrolls. So The Fiend has roused himself to investigate and to settle the argument once and for all For when The Fiend has spoken so it is and all discussion ceases

So loaded up the ST (yes, of course I have got one!), and polished off *Stationfall* and *The Pawn* And then a hush fell over the countryside to await my verdict The tension was tangible Which way would The Fiend lean and who would bear the brunt of his terrible wrath? Which is the better game?

Answering that question is akin to deciding whether an apple is better than a banana It depends upon your individual taste and what you feel like at the time for both are equally worthy fruits I personally prefer bananas

*Stationfall* proves once and for all The Fiend s previous statements that graphics are not needed to make a good adventure Playing this game was like living a book or perhaps living in a radio play And even the unfeeling Fiend, who has spread fear and misery among so many, was near to tears at the end, as I was forced to terminate that friendship

The Pawn shows just what can be done with graphics, which are stunning But strip these away, and is the game a good adventure or just a vehicle for pretty pictures?


Well, it just about works, but with a little extra thought it could have been magnificent I was about to take my hat off to it when I finally discovered the flying platform now I could rescue the princess through the window and complete ALL the tasks Could I heck as like? Hat was firmly plonked back on craggy dome

I should have been suspicious when reading the box, for any game that claims to be complex and subtle should be looked at askance for these are merely synonyms for complicated and obtuse! I cite the boulder and dragon problems to illustrate my case

Well, that s settled that, once and for all And so to the parsers Which is better? Neither! For both are more than adequate for the job they have to do and the fact that with one you can put an object in a pouch on a stump is totally irrelevant a waste of time and useless

Would you buy a formula one racing car to go to the shops? Do you actually use multiple inputs?

Or like me is the bulk of your typing still verb noun? The parser question should be of interest only to those who are turned on by the workings of machine code routines For games players, this is a fruitless exercise

I would point a large hairy and accusing finger at BOTH parsers for being needlessly pedantic If have to type in examine in full once more I shall scream

Don t you parser people realise that the word is used more than any other in any adventure?

Are you all completely stupid or something?

Surely it is not beyond your wit to use x to speed up play considerably?

It may prove of some interest and come as no surprise, that The Fiend actually succeeded in removing the chastity belt from the princess What else would you expect of your favourite groper and public nuisance? How I did it I will not tell. But you would not expect me to would you?

I will sign off feeble mortals, with a big hello in the general direction of that verbalist David Picking of Upminster If he would care to set foot on Folly Hill on the night of the next full moon, the Fiend will show him several tricks of taxidermy that will make his eyes water!

# ADVENTURE helpline

A question often asked, is "How can I get hold of the hint book for **Scott Adams** games?"

They may be old, but they're still doing fine, and being appreciated.

The hint books cover all 17 games, and are available from Adventure Soft UK, PO Box 786, Sutton Coldfield, West Midlands, for £2.99. With the book comes a voucher worth £2 of further purchases of the games from Adventure Soft.

Overseas readers, particularly outside Europe, should note the hint books are no longer available from Adventure International in the USA, as stated on the packaging, as **R. Cribbes** of Como West in New South Wales discovered.

The only way to get the book now, it appears, is by ordering from Adventure Soft in the UK. If doing so, please include sufficient additional remittance to cover the cost of return postage.

Now on to more adventurous problems! We'll kick off with **Paul Hardy** of Sheffield who is stuck in **Redhawk**. "How is the criminal Techno to be captured?" he asks. "What use are the gloves, magnet, and tube?" And Paul, always out of money, wonders how he could get more.

Are role-playing games really adventures? Some adventurers hate 'em, others love 'em. So if you're a role-player, can you help **Mike Rowe**, who is stuck in **Shard of Spring**. He has reached Rarith and knows the gate spell, but how should he input it?

**Allan Phillips** hails from Camden, and as well as sending a goodly portion of help for other adventurers, included a generous list of his own problems.

Solved **Stolen Lamp**, a game from Lothlorien? Perhaps you'd be good enough to help **Allan**, through the Helpline, how to get rid of the thief.

**Mindbender** next, and Allan is having trouble with explosives – he can't get far enough away form them.

**Play it Again Sam**, has a constantly engaged telephone, while Inspector Fluke's failing to reveal what is written on the tapestry, as well as the whereabouts of the secret door that appears after pulling the lever.

**The Fiend** has been imposing his views on the Adventure world for some months now, and has certainly got most of you talking!

"You should offer a reward for anyone recognising The Fiend's knobby knees – they really are quite distinctive!" suggests **Geoff Hale**, of Peacehaven. Or perhaps he just leaves you cold, like he does **Lee Hodgson**, of The Essential Myth. "Why do you waste a page on the incredibly tedious The Fiend." Surely the space would be better used giving small adventure writers a help by publishing reviews of their products," says Lee, a small adventure writer. Well, do you love The Fiend, or do you hate him?

MULTI USER GAMES-CATCH

Here are some Multi User Games that unlike **MUD** or **Shades**, are free to play, apart from the phone call. Thanks to **Christopher Wood** of Hackney for details. All are available at 1200/75 and 300/300 baud.

● **Mirrorworld:** Phone 0883 844044 or 844164. Wait for about one minute after dialing for connection.

● **Wanderland:** Phone 01-681 8081 (weekends and after 6pm) 01-680 5330 (24 hours). Press RETURN/ENTER a few times after connection.

● **The Zone:** Phone 01-683 4507. Adult MUG, being re-written at time of writing.

□ **Mountain:** Phone 0276-35546 or 321173 after 8pm. Soon to be charged for playing.

# news

**Smart Egg Software**, who produced **Mastertronics'** highly successful **Rigel's Revenge**, are currently working on two more adventures.

**Egg Cup** will be published by Mastertronic while **Federation**, a substantially revamped form of the old 8th Day title **Quann Tulla**, will be published by **CRL**.

Mike Woodroffe's **Adventure Soft** plan to produce a series of adventures based on James Dean films, during 1988. They will be the first to be produced on AS's new adventure system, currently under development for 16-bit machines.

Meanwhile, early this year should see the arrival of superhero **Captain America**.

And a final word for those thwarted by **Temple Of Terror's** 'uncompletable' bug. It will be re-released on the new 16-bit system later in the year, and at that time, a replacement working copy of the game will be offered free in exchange.

Scott Adams, the great adventure pioneer whose works are still entertaining and baffling adventurers, has no plans at present for a return to adventure writing. He's reportedly working for a Florida software house called **Starsoft**, programming arcade conversions.

C+VG hopes to bring you more detailed news about Scott in the near future.

# ADVENTURE clues

**KINGDOM OF HAMIL:**
Throw a dusty jackdaw in the pit. Carry a talisman in the enchanted maze. Translate the coded message (it changes from game to game) for the password.

**RICK HANSON:**
Tie the hook to the rope and throw it up the cliff for a good climb. Divert the mouse with food, the following.

**TEMPLE OF TERROR:**
Kill the centipede with the crossbow. Get the crossbow by releasing the trap near the death dog. Roiling the cannonball into the tunnel should do the trick. Throw the scorpion at the torture chamber door.

**DODGY GEEZERS:**
You need tricks, soap, and a video, for help in part 2. You defin'ely need the pick-axe.

**MATT LUCAS:**
Eat chocolate to avoid starvation in the grave. Kick a machine to get it.

**HEROES OF KARN:**
The crowbar is south of the coffin with the vampire in.

**EXODUS ULTIMA 3:**
The mask of the Snake is on level 8 of the dungeon, on the lowest of the three islands, east of Sosaria. To reach the island, enter the moongate when the twin moons read 0 1.

**VERY BIG CAVE:**
Examine some bubbles to stop a thief. To leave the garden, hang around and skin a rabbit.

**MORDON'S QUEST:**
If it's invisible – spray it!

**RIGEL'S REVENGE:**
To open utility cupboard, visit the empty encampment and then go S and E while being pursued by jetcopter. Press the switch. You can't charge the stun gun until Part 2 – but always carry it with you in Part 1. Don't get caught – once netted you're finished.

Help this month came from **Gavin May**, Ipswich; **Mike Rowe**, Bristol; **Jonathan Ormond**, Ludlow; **Jakob Sloth**, Ringkobing, Denmark; **Gregory Quinn**, Portadown, and **Allan Phillips**, Camden.

# It's here - The return of Elvin Atombender!

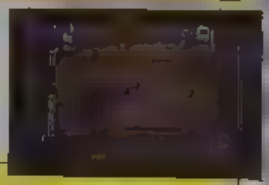
# IMPOSSIBLE MISSION II™

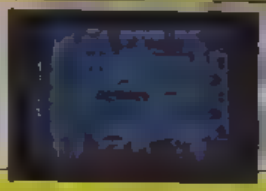
## Unsurpassed Espionage Action...

After two years wait at last it's arrived– the sequel to beat all sequels! Impossible Mission II retains all the fun and strategy of the original as once again you embark on the challenge to find a safe route to Elvin and the final showdown where he will meet his end. Search each room, find code numbers, objects and keys to help you with your mission. You must avoid or destroy the guards and robots that patrol the five towers or risk being destroyed yourself.

Successfully dispose of Elvin and your quest is half over. Now your Mission becomes truly Impossible as you strive to escape the towers, avoiding guards, robots, mines, trap doors and elevators without detection.

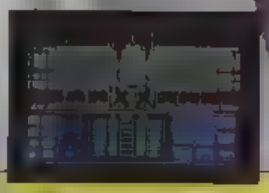
From the lift





Who or what is [illegible] these cars?

Should [illegible] number be here?



[illegible] into more trouble?

Why [illegible] guarding that table?

A me[illegible]

Q[illegible] Elvin

| | | |
|---|---|---|
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| Amstrad | £14.99 disk | £9.99 cassette |
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| Atari ST | £19.99 disk | COMING SOON! |
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EPYX®

exclusive review

# JINXT

**Another epic from *Magnetic Scrolls* just about to hit the streets, and the C+VG team hasn't got to play it yet? Shock! Horror! We sent *Keith Campbell* round to Scrolls HQ to rectify the situation and demand a copy. . .**

- MACHINE ATARI ST AMIGA AMSTRAD PCW AND 6128 IBM PC/COMMODORE 64 APPLE
- SUPPLIER RAINBIRD MAGNETIC SCROLLS
- PRICE ST AMIGA (£24 95)
- REVIEWER KEITH

Magnetic Scrolls office near London Bridge station was buzzing with activity as I walked in. The Amiga version of *Jinxter* had just been sent for mastering and the race was now on to complete the other versions. All manner of micros lined both sides of the room and each was manned by a frantic adventure person.

Anita Sinclair led me over to an Amiga and took me through a selection of the pictures.

"You probably won't reach some of these before you write the review," she predicted. As she paged through them I wondered. Why is it that each new Scrolls picture is such a treat to view? After all, we see so many different pictures on TV every week, what's the extra attraction of a still produced by a computer?

Of course, it's the creation of an artist, not a computer, nor a TV camera, we are talking about. It's the mental images in the story so beautifully brought to life that makes the pictures so exciting.

In contrast with *Guild Of Thieves*, where Geoff Quilley drew the original 16 bit format, *Jinxter* has had three artists working on it, each doing his own conversions. This adds a lot more interest for although the same high standard has been achieved there is a variety in style evident throughout the game.

But at Scrolls *Jinxter* has all but passed through, and the next production is beginning to take over. It has a working title of *Assassin*, although this is definitely not what it will be called. One of the many busy people in the room was its author Rod "The Pawn" Steggles, who was currently testing out the text.

*Assassin*, for want of a better name, will be a departure from Scrolls' usual adventure formula. It is based in the world of high finance, and involves matrimonial intrigue and insider dealing. You are the fall guy, and as you come to learn more about what has been going on behind your back, someone arranges for you to be assassinated.

"You won't need to know anything technical about stocks and shares," claimed Rod, who had just got back from a research visit to the Commodity Exchange.

There will be many more characters to interact with in *Assassin*, but the adventure might not have quite the same appeal to the younger elements of Magnetic Scrolls' following. "We're hoping to attract a more serious audience, and reach a more adult market," explained Anita, adding that there was no reason why younger people should not enjoy the game, which should be ready around March.

With the pace accelerating at Scrolls, space is getting tight, and so a move to larger offices upstairs is planned for January, Anita told me. At that moment a cheer went up. Simultaneously a working Atari ST *Jinxter* had been prepared for me, a task which on my arrival had been forecast to take between 30 minutes and seven hours. It took 40 minutes, and just around the corner, 64 *Jinxter* had unexpectedly started to run successfully.

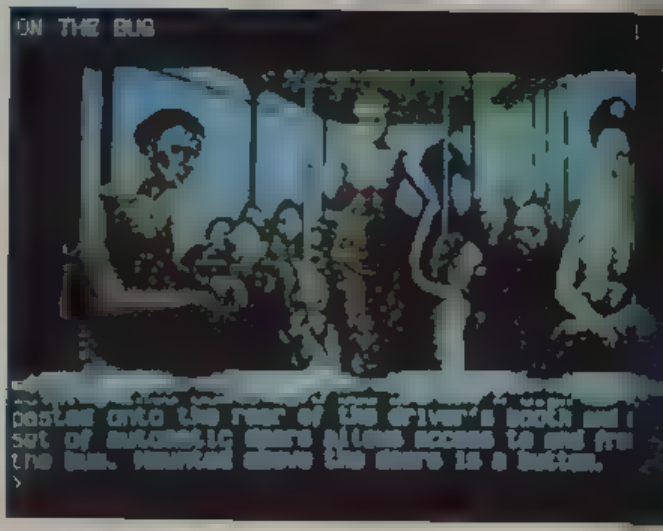
Clutching the coveted disk, decided this was a good time to make a getaway. "Not so fast," exclaimed Anita, thrusting sheaves of photocopied material into my hands. "You won't get anywhere without these, there are clues and copy protection built in."

Stuffing the paperwork into my briefcase, I hurried out into the cold evening, eager to get

To speak to him, you would hardly take him for an immortal demi-god. It was only the way he swooped down out of the sky and landed on the pavement beside me that convinced me he was, in fact, the Guardian of the Department of Trans-Sacred Chaos Subdivision that he claimed to be.

The wossnames from the Green Witches' charm doodah had been removed and dispersed. He told me if they can be found, and the doodah reassembled, before the Green Witches do it, their power will be broken. But this was a job for a mortal, not a god, and I was he, Narmear.

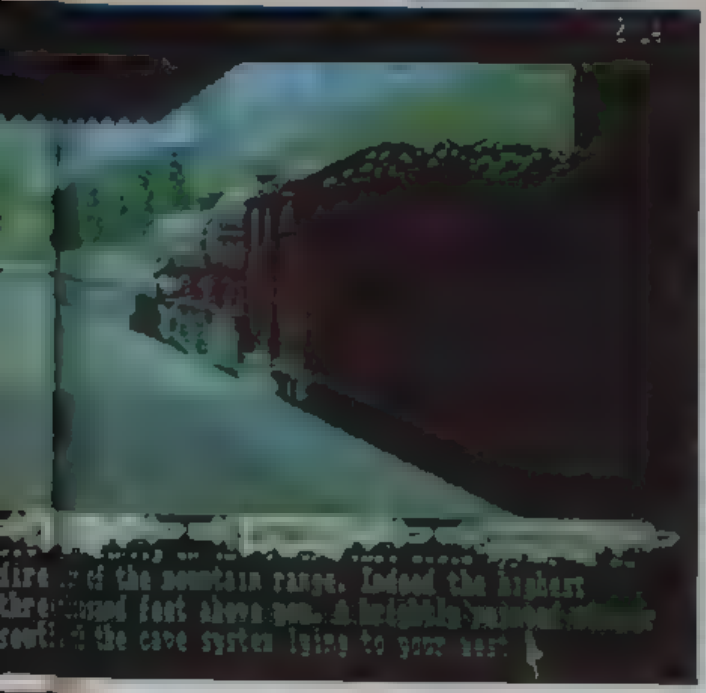
Complaining bitterly about the [illegible]

# TER

happy summers that you and Xam spent the evening watching the flies frolicking themselves with merry cries and flutterings. But this is winter, and every autumn they go to Lead Fly Wood to snuff it in fact the ground there is knee-deep in them.

Full of delightfully humorous text, Infocom also has plenty of puzzles that even when you think correctly that you know the solution require lots of fiddling attempts.




[illegible] enthusiastic shot. But get across you must, for there is [illegible] to be done in the village across the water.

The village, with its pub, its Post Office, its bakery and its clockmaker's, where careful reading of the Independent **Guardian will pay dividends**. The August publication, mainly concerned with herding bone overcoats and cheese sandwiches, also contains typewritten coded clues, and [illegible]. But beware. The coded **clues are just what clues** should be – they don't actually tell you the answer.

The IG will also help you make use of the charms which by now you will have acquired (won't you?). For they are **magic, and as such, can be** used to cast spells. The mechanism for doing this is tedious, but the usefulness is quite serious, and must be learned to be effective. They also have the means by which some [illegible] constructed. For example, it's not much use thinking when it's sunny, nor doing a bit of watchercallooing something you don't want.

Most of the problems are challenging, of course, difficult in hindsight, yet give great satisfaction and much **mirth in solving. And many** too have more than one solution. Sometimes the least preferred of these can lead to a reduction of points, meaning that you can complete the game with less than 100% scores.

Proclaimed *Guild Of Thieves* better than *The Pawn* now proclaim more, more entertaining even than *Guild*. As the Australian might say, if you gotta doofar that, play it, you'll be wissname if you didn't go out and buy watchercallit. Narmean?"

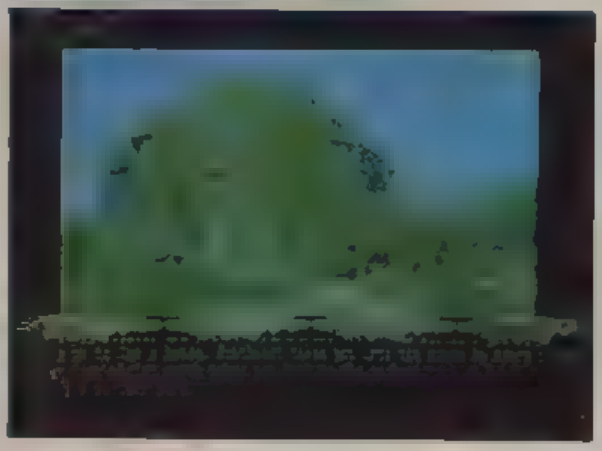
| | |
|---|---|
| ▶ VOCABULARY | 8 |
| ▶ ATMOSPHERE | 10 |
| ▶ PERSONAL | 10 |
| ▶ VALUE | 9 |

[illegible] ranching the whole whole he handed me a document made me read it. "Harry, if I wanna get back to the wife and kids – and whoosh – he was gone. Thus started my search for the seven charms.

Set in the country, the action proper starts in your bungalow and soon moves across the fields. Beware of the hut to your friend Xam's chocolate box thatched cottage. Xam has mysteriously disappeared after planning you with a panic warning. With Xam gone, it is with nostalgia that you walk across his garden and notice the fly net – a lot smaller than a bird bath, but performing the same function. Many were the

save your position frequently. Like Did Jebbing the postman, who comes a long puffing and panting but you miss his delivery and merely **find a Post Office note telling** you how to claim the parcel. Sounds easy, does you think you've sussed it, eh? But when Jebbing we've heard of him before somewhere, surely? Returns with it, no way is he going to hand it over to anyone other than the rightful resident of the property.

Xam has a madcap tenant with two rather unusual **hobbies – cheese making and** fish shooting. So perhaps it comes as no surprise when you decide to take a trip across the lagoon that Xam's



WHEN NEW TEXAS SCREAMED FOR AN ARMY – EARTH SENT ONE MAN

# BRAVESTARR

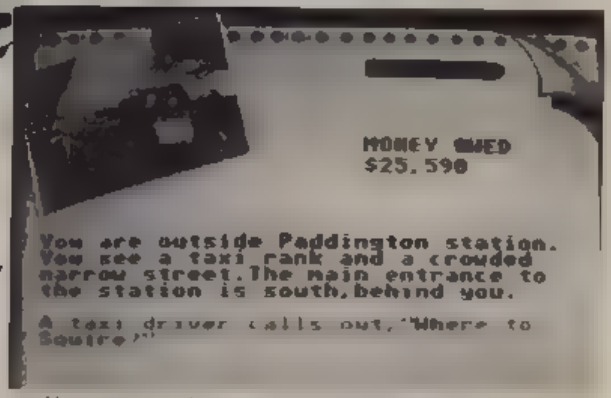
On the far-flung wastelands of the planet New Texas the discovery of Kerium brings a rush of fortune seekers from all corners of the galaxy. Some are good, but most are bad... outlaws and gamblers, terrorising the merchants and robbing the miners. But want the cry for an army of lawmen, but instead the Earth Council sent but one –

HE WAS ENOUGH!



GOL

# ADVENTURE reviews




## NOT A PENNY MORE, NOT A PENNY LESS

- MACHINE: ATARI ST
- SUPPLIER: DOMARK
- PRICE: £14.95
- REVIEWER: KEITH CAMPBELL

Based on Jeffrey Archer's first best seller, this adventure game can best be described as a computerised novel. Game and book are closely linked, so it is advisable to read the book (included) to benefit fully from playing the game.

The player is guided through the plot, and presented with many difficult puzzles which require some lateral thinking to solve. Once an action is taken, there's no turning back!

You play Stephen Bradley, a professor at Magdalen College, Oxford, who has been swindled out of $250,000 by Harvey Metcalfe, life-long king of shady deals.

Starting off in your college room, you must compile a dossier of information on Harvey. A telephone allows you to contact your stockbrokers, who helpfully inform you that you are not the only victim of Harvey's swindling – there are three other suckers.

So your task is to band together to steal the money back – total of $1,000,000. Not a penny more, not a penny less.

First you must meet these people. There's Robin Oakley, doctor; Jean Pierre Lamanns, art dealer – and James Viscount Brigsley, unmarried actor with a mention in Who's Who.

The game differs from usual adventures in that you don't have to search through locations to find each character. Instead, you simply type EXAMINE followed by a name, and you are taken to him. For example, if you wish to meet Robin Oakley, you first book an appointment at his surgery, type in EXAMINE ROBIN, and you find yourself in his waiting room. There, as in other locations, it is necessary to think carefully about how to extract the maximum information, which involves talking to the right people at the right time.

This sets the scene. Next you mut persuade the victims to band together, and finally you must co-ordinate them as they help each other with the stings.

I played the Atari ST version, the first one available, and there will be differences between this and other versions. The BBC B/Master will have text only, whilst the others will have text and graphics, with speech added in certain locations.

The vocabulary is a bit limited for the ST but due to the nature of the game, this becomes only a small niggling point as the puzzles start to take over and compensate for this.

This is a tricky game requiring careful thought and planning. If you read the book whilst playing the game, then you will find it a lot more enjoyable. Due to the nature of the plot, the game is aimed at the more experienced adventure/strategy player, or those people with a lot of mental agility.

| | |
|---|---|
| GRAPHICS | 7 |
| SOUND | 8 |
| VALUE | 8 |
| PLAYABILITY | 8 |

## DEJA VU

- MACHINE: APPLE II, MACINTOSH, IBM PC, C64, ATARI ST, AMIGA
- SUPPLIER: MINDSCAPE
- PRICE: ?
- VERSION TESTED: C64
- REVIEWER: KEITH

Feeling dead rough, and suffering a total loss of memory, you come to in the gents' cubicle at Joe's Bar. You have marks on your arm that may have been caused by injections.

Struggling out of the room, you find it is night-time. You are weak and trembling, and must urgently do something about your condition – but what? Joe's Bar is locked up, and there is no easy way out of the building. Exploring, you soon find evidence of drugs which may have been administered to you, and also a body. With a few clues you've picked up on the way, you are soon outside, and working on discovering your identity. Of course, you'll want to solve the murder too, (did YOU do it?) and violent muggers and sewer alligators, are among the hazards you'll have to contend with!

*Deja Vu* is not a new adventure, it has been around for a year or so, originally for the Macintosh. Since then, it has spread its wings, and migrated to other machines, among them, the Commodore 64 – which is the version I played.

*Deja Vu* takes the optional icon format of adventures such as *Borrowed Time* and *Tass Times* a lot further. You can forget typing text – the whole game, with very minor exceptions, is played entirely by joystick or mouse. This does mean that it has a very limited vocabulary.

To select the required verb, the mouse-type arrow is moved to the appropriate icon, and the fire button is pressed. An object is selected in the same way, but instead of from a set of word icons, the display in the graphics window the inventory window, or in a contents window, is used. A contents window shows whatever is inside something when it has been opened, and appears superimposed over part of the main graphics.

Since not all the exits are visible in the graphic (there may be a way out behind you) an Exits window is provided, showing the disposition of all the currently available exits in plan view.

*Deja Vu* is not exempt from illogical commands – a fault so often found in text adventures. I was playing away quite happily, when I happened to miss the (glass) window I intended to open, and clicked on the corpse lying next to it, by mistake. Imagine my surprise when the corpse actually opened, and something quite useful inside was revealed. I suspected that what I was really doing was opening his pocket – yet when I eventually finished this grisly task, I got the message THE CORPSE IS NOW CLOSED clearly enough!

Overall, this makes a quite novel adventure, although personally I would have felt happier typing in real text commands, and it would have been faster.

| | |
|---|---|
| VOCABULARY | n/a |
| ATMOSPHERE | 8 |
| PERSONAL | 7 |
| VALUE | 7 |

# ADVENTURE

## reviews round-up

# VENOM

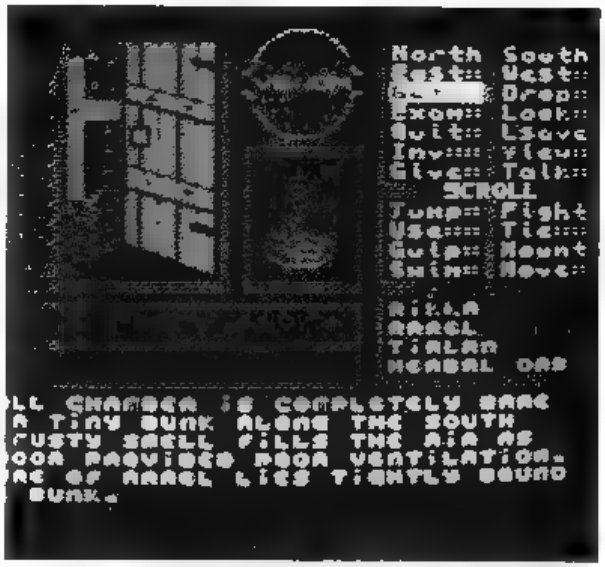
- MACHINES: COMMODORE 64, SPECTRUM
- SUPPLIER: MASTERTRONIC
- PRICE. £1 99
- REVIEWER: KEITH CAMPBELL
- QUICK GUIDE RATING: 5

*Venom* is an icon-driven adventure of some complexity Listen carefully Picture top left, verb st top right, constantly scrol ng current reply middle eft, characters present middle right, narrative text at bottom. Jsing joystick or cursor keys (I couldn't fathom the joystick action on the Spectrum + 2, perhaps because I had the wrong type) words are picked off the list (selected by pressing zero rather than enter on the Spectrum, would you believe?, and then control passes to the narrative text for the next word. Rather like *Koboyashi*, but slicker

One of my main problems was having decided on my verb and selected it, the object I had in m nd became unavailable as the narrative text changed before I could get hold of it

Mundane plot You, friend of the ruler of Armosin, lost land of the Argonath, have arranged to meet in the Dancing Drayman Inn, to plot to overthrow the Evil One, Trakian and his Hordes (I would have preferred to stay put, sink a few pints, and listen to the Pogues on the juke box)

The Dancing Drayman has decor and furniture ke a transport caff, other graphics are better Pretty soon the icons begin to irritate Give me proper text, not c ngfilm-wrapped pre-packaged con text g mmickry anyday

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- REVIEWER. KEITH CAMPBELL
- QUICK GUIDE RATING: 7

Here's a completely origina format for an adventure, where you find out what you are carrying by the command PROPS, and move by EXIT It makes a refreshing change from the usual scenario of overcoming-evil-arch tyrant of-Jungawal tribe hellbent on-using-magical-powers-for-destructive-purposes.

You start in a living room – with the curtains open. Daylight streams in and lluminates the room in the fireplace, smoke from dying embers drift slowly up the ch mney An open doorway leads to the garden Standby!! And cue the STAR!

That, of course is you You don t so much have to type n words that are in the game's vocabulary as are in the film scr pt

"Sorry Love that s not n the script!" This is a Glen P Megaschwartz Jnr Production.

n text only, colour is well used to make an attractive screen layout As for the problems – now that's another matter! How do you enter a shed guarded by a vicious triffid? And how do you deal with the pirhana filled pond?

*Close up.* The STAR thrashes about in the water *Special Effects* The water turns red *Fade out* Press any channel to continue

# THE LABOUR OF HERCULES

- MACHINE. SPECTRUM 48K
- SUPPLIER. MAIL ORDER ONLY FROM. TERRY TAYLOR, 20 LEE ROAD, BACUP, LANCS OL13 0EA
- PRICE. £1 99
- VERSION TESTED SPEC.
- REVIEWER: MATTHEW WOODLEY
- QUICK GUIDE RATING: 8

"What have I done?" cried Hercules, unable to believe that he had knowingly killed his own fam ly Theseus, his friend, tried to reassure him, saying that his hands may have been guilty, but the evil goddess Hera controlled his soul

" must pay for my sins," replied Hercules. "even if it means taking my own life "

"Be not hasty," advises Theseus, "Visit the orac e at Delphi – she will advise you."

And advise him – she does, with words of great wisdom "You must purify yourself Visit Eurystheus and submit yourself to whatever tasks he demands of you "

And so Hercules entered on an adventure with twelve tasks to solve n a land where graphics are not to be found but instead the magination paints vivid pictures. And he thought to himself "This is a Quilled adventure " But that did not put h m off because he was enjoying the tasks at hand despite the rather l mited vocabulary

And he wandered the 150 or so locat ons which were bedevilled by ingenious and taxing hazards, such that even the best of adventurers might be troubled and he thought unto himself "This aint bad for a couple of qu d"

A good value adventure that will keep you occupied for a few hours.

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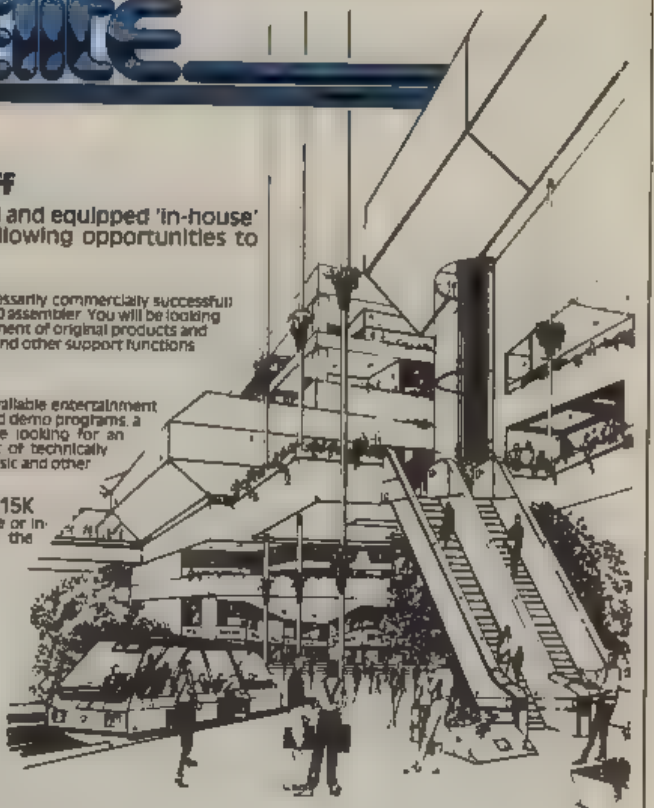

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# IDEAS CENTRAL

## ZIG-ZAG

Hints and tips for *Zig-Zag* come to you via the programmers David Bishop and Tony Crowther. Settle down and concentrate.

Mapping is essential. Use shields followed by the Riser whenever you can afford it. They will offer 5 minutes of hassle free zapping. Use colour codes and zone numbers to help keep tabs on where you are. Self-contained areas have no aliens. Fly around there and get used to the shops movement and the joystick controls before venturing out into the big bad world.

A co-pilot can be very useful. Learn the movements of each type of alien, each requires a different strategy for elimination.

There are various extras throughout the game and here's a rough guide on how to select them. Once you have bought your extras in the shop, they are displayed in the selection menu in the centre of the status area. By pressing the space bar or any other key on the right hand third of the keyboard you can scroll the items in the menu until the one you want is in the highlight box.

Then press fire to enact the power or use the weapon you have selected. Some extras can be used only once and then disappear, others last for a certain number of minutes while X-ray vision and infra red sight last until you lose a life.

Want to know what you can purchase in the shop? Here goes. Instant U-Turn costs 5 and you can buy up to 99 at a time. This allows you to perform a U-turn anywhere. Zapper costs 10, maximum 99, destroys anything in an area which extends off the screen in all directions. Mapper 20, maximum 99 – for when you get totally lost you can use these to pull down a map display of your immediate area, showing all the routes you have so far travelled on with your exact position indicated by the flashing section of maze in the middle of the map.

Fast missiles 40, only one at a time, these have half the range of normal missiles but you can fire off twice as many at any oncoming alien.

Riser 80 - one at a time forces all aliens up to the ceiling where they float around, ready to get down and kill you. When you use the riser you can fly underneath all the aliens and use the prisms unmolested. Beware the attracters will still be able to pull you up if you're not careful. Also if you have to go up to their level as you will when hitting wall targets aliens can move around and still fire at you, even if it's only one plane.

Shields 50, one at a time protects you from all dangers *except death* zones. Shield lasts five minutes and can be seen as a shimmering aura around your ship.

## RENEGADE

Renegade hints, first from the programmers themselves and then some more from Simon Reeves of Berks. So over to the experts.

Okay, our thanks to go *Renegade* programmers Mark Jones and John Brandwood for these street fighting hints for the game that's lived on a knife edge.

But first a warning. The next Amstrad version tips taste. Try it at your peril. If you press all the control keys for *Renegade* at once, then hit the Escape key. This should put the game on Pause. When play is resumed the action is a little gory.

Now for the rest of Mark and John's tips.

- Go for the hardest thugs first. These are usually the ones with sticks. If they are not out of the way before the boss arrives you may not have the strength to survive.
- If you knee a thug a couple of times you could be in for a quick kill.
- If grabbed from behind free yourself quickly otherwise your energy drains very quickly.
- As soon as a thug goes down punch him.
- If you throw a punch the thugs will back off making it harder for you to get a good hit. Let them start coming forwards and begin to throw a punch before you attack.
- You can only destroy the boss when his energy is two or below.

On Renegade you will find the first two gangs easy to kill, just make sure you kill plenty before the bosses put in an appearance. Never attack a boss when he and one of his minions are standing together.

Try to separate them by walking around just out of their reach. Once the boss is on his own wear down his energy by doing the high kick then close in and finish off with punching and kneeing.

On stage 3 try to kill as many as possible before Bertha joins the fight. Otherwise watch out! Whenever she is about try to keep as far away as possible then wait.

When she comes towards you do a flying kick and once she's down keep on punching her.

## MSX

Here's one game that our MSX lover in the office raves about constantly so, with the help of his friend Joseph McKoy of Mitcham, he's brought these tips for other MSX freaks.

Throughout the levels you will find several WARP screens. What you have to do is this. When on stages 1, 6, 9, 12, 13 and 15 look for the large sized holes which are scattered along the playing area. Go down one of these pull down on the joystick and you will travel down a cave. You will pass several stages and arrive at another. The first warp is on stage 1, this leads to stage 6. Then from 6-9, 9-12 and from 13-15. There are a few more but we'll leave you to find them yourselves. You are also allowed to buy the gun twice and in doing so it becomes a cannon. This allows you to blast your way through rocks, logs, stone tablets, etc.

So far Joseph has not been able to do this, so if anyone else has please write and let us know.

## HINTS AND TIPS

We've got some hints this month, but only for the Sega. What's happened to all you Nintendo owners?

When you start Black Belt head for the right of the screen, killing all the wrestlers. The first foes you are faced with is a bloke throwing meat cleavers, just go straight in and keep punching him. The next is a staff twirling foe. The Chinese symbol gives invulnerability and the other varied chancers replenish your energy. The next enemy is a Chinese man armed with butterfly knives. He jumps high above you and tries to land on top of you, so be careful out there. The best way to defeat him is by kicking and punching him when he lands. Next up is the fat man. He is defeated by punches but watch out for his low kicks. After defeating him you go into a room to fight Ryu. Again go straight in and use your punch. It may take a few goes but after a while you will get the knack.

Now for chapter 2. First up is a man with a bull whip. He also jumps up high so try to kick him when he lands. The rest of the time use low flying kicks on his head. This may take a few tries as well. Next is a knife thrower. Before he appears on screen he throws a few knives, try and dodge them. After defeating him you progress to Hawk. Hawk has mini throwing stars so watch out. Go straight in using kicks and after a couple of tries you will defeat him.

# Comix

*Bad boy makes good* — For a maverick writer artist who refuses to toe the big companies line Howard Chaykin sure has got a lot of product out at the moment.

★ *The Shadow* — a book I mentioned last month in C+VG which collects Chaykin's four issue rejuvenation of the classic pulp hero (Titan Books).

★ *Blackhawk* — another classic character rejuvenated. At least I *think* it is. I haven't managed to get hold of a copy yet. Why do these things never come out on schedule? (DC Comics approx £2.40 per issue.)

★ *American Flagg* graphic novel 'Southern Comfort' — three issues of the regular comic book gathered into one large book. The story dates from early on in the *American Flagg* saga — 1984 to be precise — when Chaykin was still providing full story and art rather than just plots and covers as he does now.

This volume provides an excellent demonstration of all that's good — and all that's controversial — about Chaykin: sex violence humour satire. It's all wrapped up in the tale of Reuben Flagg a soft porn actor turned Lawman in an utterly corrupt (so what's new?) post meltdown Chicago somewhere in the 2030s. Chaykin and his team give us a breathtaking if depressing glimpse of the future — a urban decay semi efficient technology and consumerism taken to absurdly logical lengths. It shares the mood of (though doesn't copy) *Blade Runner* and *Judge Dredd*.

I mentioned Chaykin's team: foremost among them at this time were his wife colourist Leslie Zahler and letterer Ken Bruzenak. Chaykin and Bruzenak must have worked extra closely together here they've come up with the most seamless combination of art and lettering I've ever seen in a comic book and between them they create a fast moving sometimes confusing and always convincing vision.

At least that's what I thought when I read the original comics. This new deluxe book format has certain disadvantages however. First is the colouring: it doesn't appear to have been upgraded in the reprint which admittedly wouldn't be a problem if the paper had stayed the same, too. But what looked exciting and innovative on standard bog paper just looks garish in this glossy reprint. I expect better for the price — which is my second complaint. The book sells for

about £7.95: quite a lot for three issues of a comic which probably cost less than a pound each when they came out. On the other hand the book is at least available which the comics probably aren't so to that extent it's well worth having a look at.

★ *Time* graphic novels — The Epiphany and The Satisfaction of Black Mariah. I'm going to have trouble adequately describing these. Are they set in the future. In some weird jazz-obsessed parallel universe? I'm not sure but I'm in favour (!)

This is Chaykin's most controversial (ie rudest) strictly for so-called mature readers work so far. The script is

simultaneously bitter and joyously humorous and the artwork is Chaykin's stylish *tour de force* beautifully enhanced by the rich colouring of Steve Oliff. (First Comics: about £5.50 each).

So who is Chaykin and what's he been up to these past 15 years? He first appeared as a protege of Neal Adams to whom his style owed quite a bit. He took over from Adams in mid issue as artist on Marvel's *War of the Worlds* and from there went on to create and draw numerous short lived heroes for just about every comic company around. After a few years he began to seem aimless and entirely lacking in a sense of what would sell.

But during this time he also took part in other people's projects — as a way of paying the rent perhaps? These included some ambitious full colour painted comic albums (the jargon has evolved: today we say graphic novels.) Here the man's other artistic influences began to shine through: the golden age American magazine illustrators of the 20s and 30s and comic artist Alex Toth.

My favourite from this period is Chaykin's adaptation of Alfred Bester's The Stars my Destination (part one and if anybody's ever seen part two I'd be glad to hear about it) but the real clue to his career is his collaboration with Michael Moorcock: The Swords of Heaven the Flowers of Hell. Moorcock of course is known for among other things his Eternal Champion cycle. And with that in mind it's easy to see what Chaykin was up to throughout the '70s whether he was conscious of it or not. He is taking his own eternal champion with him from comic to comic publisher to publisher.

Finally we can see why there are such nagging similarities between DC's *Ironwolf* Marvel's *Monark Starstalker* and *Dominic Fortune*. At ave's *Scorpion* and Star★Reach's *Cody Starbuck* and *Gideon Faust*. To say nothing of Chaykin's work on *Solomon Kane* and *Star Wars*.

I reckon Chaykin must have teased what he was doing sometime in the early '80s hence the self consciously wise cracking deliberately provocative tone of his work since.

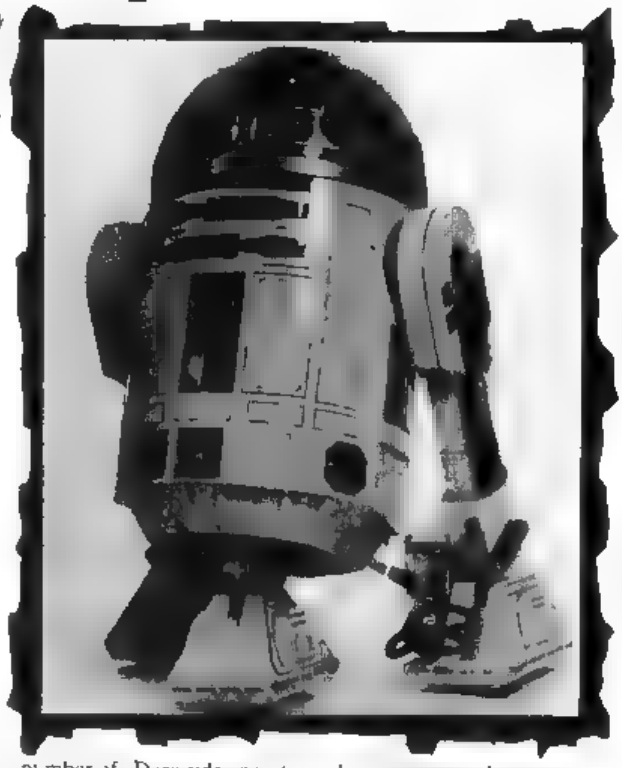
*Coming soon from the makers of 2000AD* — Now that *2000AD* and the other ex IPC comics are owned by Robert Maxwell things should really start to get interesting. For instance the *2000AD* team has announced plans for a new series of comic books to appear simultaneously in Britain and the US. Some will star established *2000AD* characters others will be specially created.

They seem to mean business they intend to attract back top British artists such as Dave Gibbons and Brian Bolland who now work exclusively for DC and others in the States. And to do so they say they're prepared to match or better the royalties and creators rights available in the US.

**PHILIP MORTON**

# FANTASY ROLE PLAYING

**The response to our Fantasy Role Playing supplement in our December issue was so overwhelming we've decided to make it a regular C+VG feature. This issue fantasy expert, Wayne, casts his eye over the best in role playing games and models.**



## Star Wars

- **STAR WARS ROLE PLAYING GAME**
- **PUBLISHER: WEST END GAMES**
- **PRICE: £9.95**
- **RATING: 75%**

Would you believe that the "Star Wars" phenomenon is ten years old? (Yes Ed) Since 1977 we have had the films, T-shirts, toys videos, TV spin-offs, knickers, chocolate bars, and comics

Now West End Games present the RPG

The first thing that hits you is the packaging There are 16 full colour pages, with memorable pictures taken from the original films plus many other black and white pictures some of which have never been published before

You are given a choice of 24 characters that are taken from the film These vary from *Alien Student Of The Force* to *Wookiee* and you are given a special template for each character, which contains most of the details of your skills I must admit I found some of the character classes very unappealing I mean would you really want to play a character in the Tongue tied engineer Character class No I thought not

Special rules govern people who have The Force which includes the aquisitions of Dark Side points if you use the force in an immoral way Basically player characters are rebels against the Empire and involved in a certain number of Dark side points you become a member of the Empire and the gamesmaster has to take your character template away from you so you have to create a new character all over again

Starships are easy to fly (if you have the appropriate skills and die rolls) and space combat is a piece of cake However the problem starts when characters want to try something their skills do not cover The G M has to allocate a difficulty number from the Difficulty number chart and ask the player to roll a six sided die to see what the outcome is For a start a new G M is going to have trouble judging the various categories of the players difficulty factor and then the decision they have to make is very black or white with no area for limited success or failure

Apart from this the "Star Wars" role playing system is enjoyable to play and a must for devotees of the films It is also a good introduction to role playing in general

## Orc Wars

- **CHAOS MARAUDERS**
- **PRODUCED BY "GAMES WORKSHOP"**
- **PRICE £9.99**
- **RATING 78%**

So there you are, an 'orrible little Orc in a multi tribe Orc army Eagerly awaiting a violent confrontation with those dumpy Dwarves, which to your mind has been far too long in coming

Hold on what's all that noise coming from our behind? Oh no, the Rotting Ear Tribe has fallen out with the Black Eye Tribe and the Bog Breath Tribe has fallen out with everyone! Great! Trouble at last so damn the Dwarves, let's have a fight amongst ourselves!

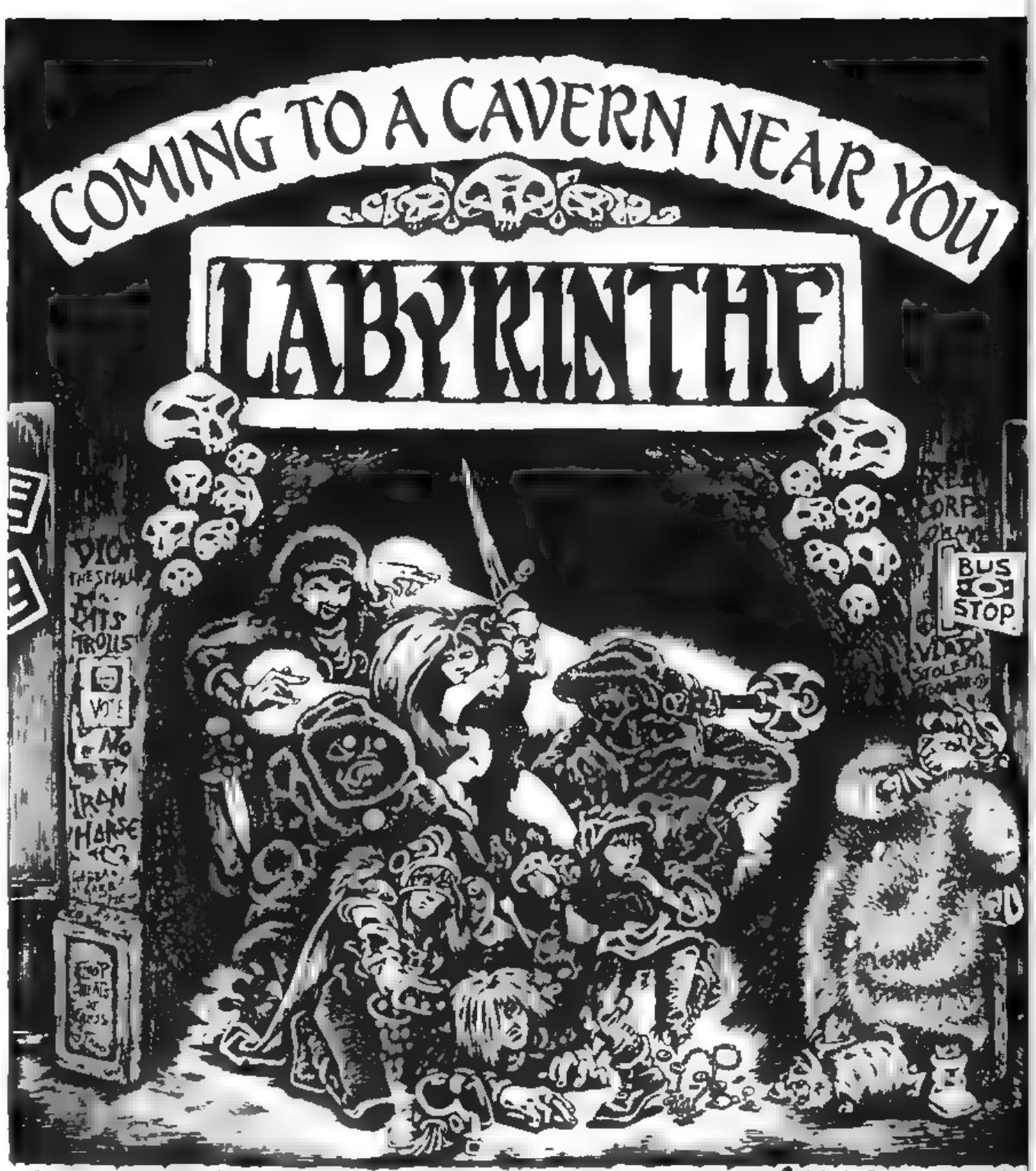
Yes, this is what *Chaos Marauders* is all about, internal feuding between Orcish tribes, for no other reason than to fight and display tribal banners

You play the organiser of a tribe whose aim is to get three battle lines of troops together faster than any other tribe leader This makes the other Orcs look stupid and incompetent plus it shows off the strength of your tribe Sounds simple doesn't it but have you ever tried to get Orcs organised before!

This game is for two to four players and you try to set the battlelines on the playsheets that are provided The playsheets are divided up horizontally into three lines of sixteen boxes, and are superimposed on a tremendous piece of atmospheric artwork

The game is very simple to play You take turn drawing various cards until your turn ends which can be for any number of different reasons from possessing too many of the same cards to attacking another player The cards are divided up into five colour coded types all of which have different advantages (and in some cases disadvantages ) The cards have excellent artwork and are very attractive not to say humorous

Overall, this game is fast entertaining and very easy to play The only criticism I have is that the playsheets are quite flimsy and get fairly tatty after a couple of uses Also I would have liked the cards to have been made bigger, so that the uses of certain cards could be entered on the bottom, to stop continual reference to the rulebooks However there is a wealth of detail in this game and it has obviously been well thought out So well thought out in fact, that I would predict we will shortly be seeing a series of *Chaos Marauders* expansions kits on the market!

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# FANTASY ROLE PLAYING


## Letters

*You said you wanted a Letters Page And Hey Presto here it is! This will be the place to air your views opinions, criticisms and general chat All letters are welcome and from the next supplement onwards I will be giving away a copy of one of the products reviewed for each letter published. So now you have no excuse not to write in Furthermore this column will only be included in C+VG for as long as there is support for it, so if you want to see more of it then WRITE IN NOW!*

David Evans of Pedmore, West Midlands writes. "I think that the idea of having a Fantasy Supplement is very good indeed A problem page would be ideal as I have trouble getting certain miniature figures, despite writing off to various major figure producing companies It could give hints on cleaning, trimming and painting figures as well as making Dioramas Finally could you please give me the address of "Prince August" gaming as I would like to make my own miniatures "

*Thanks for the support Dave A problem page is another section that most of the readers thought the column could contain and I totally agree So it is now in your hands! Drop me a line with any FRP problem that you may have and I will do my very best to sort it out The address for Prince August Gaming was missed out due to a mix up at the printers so to set the record straight the address you require is Prince August (UK) Ltd, Dept A A , Small Dole, Henfield, Sussex BN5 9XH*

Alex Koon has dropped a line to say "I think the special was brilliant to say the least! I would like to see a regular Fantasy supplement in C+VG and if you can't arrange it, threaten the editor with a nice long sharp sword The only criticism I have is that you tried to cram too much in so little space so the reviews seemed short All in all, a great first effort!"

*Well, Alex I am doing my best to get the supplement established in the magazine but the only real way to achieve this is by the readers support in the shape of mountains of letters sent to C+VG The short reviews are mainly my fault I write so much the poor sub-editor has to cut out great chunks of stuff to fit it all into the mag I am trying to write more condensed reviews and hopefully they should be OK As far as threatening the editor goes, I regret that I can't or I'll get the push However, if you have nothing to do one weekday I can arrange for the sword enough said*

James "The King" Chan from Rodley, Leeds has a lot to get off his chest "I looked at the Dec edition of C+VG and found a Role Playing section Great Let's read it! AAAAGGGGHHHH, I didn't like it at all (well I did a little bit) So what was wrong? Here is a run down

1) There was no review of an actual Role Playing game
2) The rating system is useless I believe that you should use a system of say several categories, which should be marked out of twenty
3) The description should go into more depth
4) Put a bit of humour in the reviews

*Strong stuff, James, though you will be shocked to discover that I agree with your every word Watch this space!*

## Fighting Miniatures

Figure fans are in for a treat this month with the release of a new oriental range called "The Land Of Nippon".

The figures are ninjas and they come in three poses, one is charging wielding a katana (long curved oriental sword) the other is about to release a shuriken (a five pointed throwing star) and one is kneeling, firing a short bow The looks on their half masked faces and the way they are wielding their weapons make them look action packed

Close up the figures are full of mystery and stealth, which really sums up the nature of the ninja because they were hired by rich Japanese lords as spys or assassins They all have other accessories moulded to their bodies from swords to waterbottles At £1 50 for the lot in one blister pack they would complement any FRP perfectly Available from Dixon Miniatures

Also new from Dixon this month is a series of Dwarven fighters These are not your common or garden dwarves, these are very special They all come with detachable weapons, so that you can choose what weapons the dwarf fights with and in some cases you can actually alter the pose Usually dwarves are modelled soley with large double bladed axes This series breaks the mould, as the weapons that accompany their dwarven selection range from warpick short sword, polearm and staff If you really want to go over the top there are also a couple of Dwarven Samurai that wield such wicked oriental weapons as the yari and Naginata! All the spare weapons are cast with integral hands to fit onto the main body

These are the best dwarves I have ever seen and at just 45p per figure (plus 10% p&p) they are an essential buy! You can obtain a sheet showing the complete list of dwarven variants by sending a large sae to Dixon Miniatures

I have just received an absolute monster of a model from Grenadier Models It is a War Rhino Captive Carrier from their Masterpiece Editions Let me describe it Imagine a rhino three times as big as normal, dead and consisting of only its skeleton Somehow it has been raised from the dead and made to walk the earth again. It has a crew that consists of three skeletons a driver, a guard and an archer that controls the huge crossbow Did I forget to mention that? For the record there is a person-sized crossbow which is bolted to the troop carrier on its back! But where are the captives carried I hear you ask? That's easy as these unlucky people are carried in the rhino's ribcage!

Yes, there are four unfortunate captives and boy Do they look depressed? Who wouldn't be in their position

# GET INTO CRIME!

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# Wayne's PLAY BY MAIL

Well what do you know? The good old P B M column is one year old today. Yep, the column is celebrating its first anniversary, so in traditional C+VG fashion I will be giving away LOADS of items away absolutely free, which total to over a couple of hundred pounds!!

I should tell you straight away that Mitregames has been good enough to donate a load of prizes to help you join in our celebrations and a lot of the other companies have re-issued their reduced start up offers. Therefore I am going to review all the companies that have been mentioned in the column over the year including details of their re-vamped offers, as well as just a couple of other companies whose products I will be reviewing in the up and coming future. I extend my apologies to any company that has been either left out of the column, but I have only a limited amount of space you know.

As you should know by now, any reader who wants to apply for more than one offer MUST send in the relevant number of S.S.A.E's. Furthermore it would help me considerably if you would enclose a separate letter with your name and address on as well as write on the back of each cheque/postal order the following. The name of the game for which you are applying. Your name and address.

This will save me a lot of time and trouble and also speed up your reply.

First of all I will get on with latest news and gossip on the P B M scene.

I have a message for some of you who applied for the B P B M A guide to P B M who still not have got it yet. *DON'T PANIC!* We have had just enough to go round, but the mailing of some were delayed due to various factors like postal strikes, lack of person power to get the hundreds of applications dealt with and extremely excessive Christmas/New Year celebrations by certain parties who, for personal reasons, will remain unnamed!!

**Busy, busy, busy, that is the only way to describe the P.B.M. scene at the moment! Yes, it's all go, with lots of special offers for all you P.B.M'ers out there, so let's get on with keeping you up to date with the news and views from the ever changing world of P.B.M. Remember though, that if you apply for more than one offer you must send the relevant amounts of S.S.A.E's required or you will only receive the first offer you ask for!**

By the time you read this, the Third British P B M convention is only round the corner. Yep, on the 20th February, the biggest event in the P B M calendar will be taking place at the Porchester Centre, Queensway, London W 2. This is your chance to meet and talk to the players of every major important P B M in the U K as well as interrogate the G Ms about their products, try your hand at live role playing, buy the latest roleplaying accessories and play the odd computer games.

If you are quick and write in the C+VG swiftly you will be able to get a 25% discount off the entrance fee. Instead of paying £2.00 on the door, you can get your ticket for £1.50 plus an s.s.a.e. As I write tickets are selling fast and it looks like the convention is going to be very well attended. With an advance ticket, not only are you guaranteed entry, but you will be allowed in immediately, with no queuing in the London rain. Please make all cheques/P Os payable to The B P B M A and mark the envelope in the right hand corner with "P B M CONVENTION".

Nova Productions, who has taken over the running of *Conquest*, a computerised wargaming P B M, has now obtained the rights to run two big American games in the U K. They are namely *Ancient Empires* and *Conquest Of The Stars*.

*Ancient Empires* is set on a mythical planet controlled by 40 players. Each empire has a different degree of limited self sufficiency in food and raw resources and trade is a necessity. The main game features are many different army types, ranging from local militia to professional cavalry through to archers and many others. There is also a wide scope for other factors.

*Conquest Of The Stars* is the usual type of space P B M game. It involves 60 players competing over a section of the galaxy aiming for its domination and destruction of the enemy. Alien life forms, ground units and futuristic munitions abound.

An interesting feature is that Nova is offering a £100 cash prize for the winners of each game and £25 each for the four runners up. The game should be available soon, so anyone interested should drop me a line, with a s.s.a.e.

Without a doubt, and I don't care what anyone says, *'Crime'* is the most popular computerised P B M in the U K and probably Europe. Easy to play, fast and violent, you play the leader of a group of juvenile delinquents in the future. Your aim is to rise from street punk to mob boss. It has two levels, with the Mob boss rules being brought in for certain people when a certain level of the game has been reached. If you are easily offended or have a high standard of morals, this game is not for you. However if you want a bloody good time (with the emphasis on the bloody!) you'll like this.

*Capitol* is a computerised sci fi game of galactic domination for teams of four players and

...ed ▶

# Wayne's PLAY BY MAIL

*Earthwood* is another computerised game, but this time in a fantasy setting. You play either a single character or a leader of a group of troops and you have to become the leading player and obtain various objectives to win the game. Sea Kings is the latest expansion of Earthwood and, as the title suggests, has enhanced naval combat and transport.

*Crasimoff's World* is a hand moderated P B M in a fantasy setting. Gods, magic plants and weird creatures all abound. This was the first P B M I ever played and although I stopped playing on various occasions I always returned to playing it. In fact I have taken the game up again and have found the game of a high standard indeed. To be honest, the game has had a chequered history, fluctuating between good and bad on several occasions. However recently there has been quite a few shake ups and changes, which in my mind has improved the game no end. This game always had the potential to be big and it is once again growing in size. I will be reviewing it in the not too distant future.

K J C has just bought *Trolls Bottom* a hilarious game where you play the part of a troll and have to do very trollish things indeed. To date they are just setting it up and the first few games are underway. I have played this game before and found it really wild and wacky. A fully computerised game that is definitely not to be taken seriously.

## OFFERS

It's A Crime, Free Set Up, free rule book plus two free turns. Further turns either 75p or £1.25 dependent on the number of actions used.

Capitol £6.00 for rule book set up and two free turns. Turns cost £1.75 each.

Earthwood and Sea Kings £5.00 for Startup and rulebook and three free turns. Rounds cost £1.50.

Crasimoff's World £6.00 set up and rulebook, plus three free turns. Further turns £1.75 each plus extra for intricate turns.

Trolls Bottom S S A E to K J C via me for further details.

## ● The Laboratory
## ● Further Into Fantasy

A superb game that mixes the fun of Fantasy with terror of technology. You play an exact copy of yourself who knows that they are shortly going to be transported to Dorm a hostile medieval type planet so you have a short while to take with you what you can. Guns, hand grenades and other weapons can be taken, but whether it arrives is another question. Another game I have played since the playtest stage which is very entertaining and exciting. The magic system is believable and the game is based on a "discover as you play basis". The Lab specialise in fast turns and they try to keep to a tremendous two day deadline. Speedy, action packed and controversial, well recommended.

Offer: Start Up £5.00, everybody who joins will get £5.00 credit in their account. Turns, £2.25 for an extra turn, £1.75 for a normal turn.

## ● Legend Incorporated
## ● Ae's

This oddly named game has been well received by the general P B M public and is well liked, so much so, G M and co director Jon Tode was voted best G M of the year at the Second British P B M conference in 1987. A single figure fantasy roleplaying game, its rounds have a mass of description. The world is divided into several kingdoms which are run by different G Ms. Has the biggest selection of gods to worship out of any P B M and has a large selection of races and character classes. I used to play but dropped out after a disagreement with the G M that I won't go into. When I played I thought it was very stylish if a bit too far fetched.

Offer: None as all their players places are taken. HOWEVER, rumour has it that they may be at the Third British P B M convention signing up a limited amount of new players on a first come first served basis. The only way to find out is attend.

## ● Mitregames
## ● Midgard, Global Supremacy

*Family Wars* is a gangster type game where you play the part of a mafia god father. You take on other godfathers via your forces and try to take control of the city. I am playtesting this game at the moment and will bring you a full report when the game is commercially released.

Offer: Aegyptus £2.50 for free start up and rule book plus three turns. Family Wars, S S A E to N A B via me for further details.

## ● Sloth Enterprises
## ● Saturnalia, Gameplan, Kings Of Steel, Enchiridion.

*Saturnalia* is my personal favourite single figure Fantasy role playing game. I have played it for nearly three years and the game still enthralls me. What makes this game is the history and the politics, they are dealt with in so much depth it is amazing. Another game that went through a bad patch but has come back better than ever. Voted best game at the Second British P B M convention where Sloth was voted best company. You could play this game on many levels and still find more to have a crack at. The G M's replies are of good quality and this company has one of the best G Ms in the country at the moment.

*Gameplan* is an American Football P B M that is computer moderated. You play the coach of a team and it is your job to decide on the tactics and the plays that hopefully will lead you to the superbowl.

*Kings Of Steel* is a hand moderated wargame. I found it enjoyable with its powercards and politics. Interplayer relations are a must!! Diplomacy, double dealing and dirty tricks are required. You must lead your three armies to triumph over the forces of evil. However, you must overcome the civil war between the opposing player forces at first before you can become the eventual winner. Wargaming tactics are an advantage but not essential. Fun to play and turns only have to be submitted once a month.

*The Enchiridion* is a game where you can win money. You create a team of adventurers and it is your task to rescue the famous tome Enchiridion from the mazes of the mighty mage Menkar the Magnificent. Another team game where you play with the three other players. The first person to discover the tome wins 10% of all the turn fees, which dependent on how long the game goes on, could be some sizeable sum.

Offers, Saturnalia: Start up and rulebook £4.00 plus three free turns. Future turns £1.75.

Kings Of Steel Rulebook and start up £5.00 plus 2 free turns. Further turns £2.00.

Gameplan: Start up and rulebook FRF plus two free turns. Future turns £1.50.

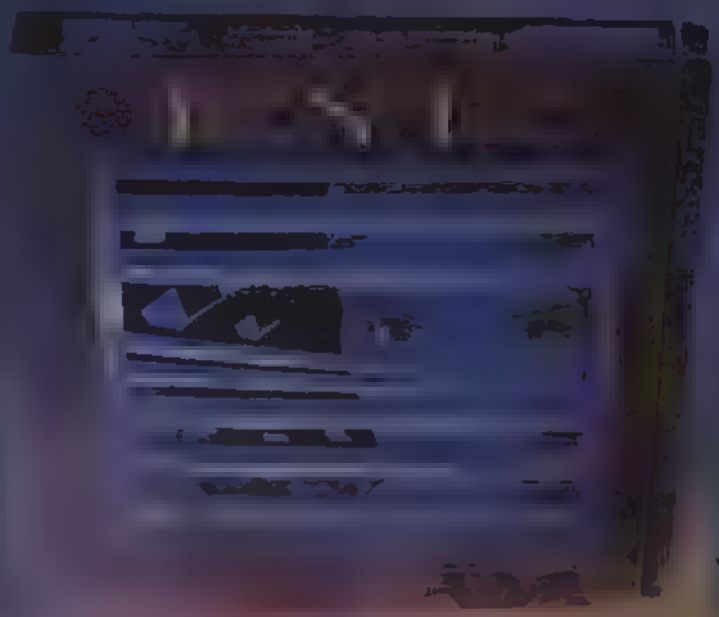
Enchiridion: Start up and rule book £5.00 plus three free turns. Future turns £1.75.

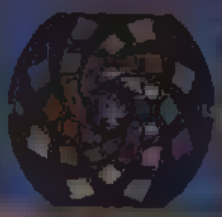
That's all until next month. Keep those letters coming in!!

# IN THE LAND OF THE BLIND
# THE ONE EYE'D MAN IS KING

"More challenging and complex than Chess"

C+VG HIT!





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# ARCADE

**Pacman is back, and hungrier than ever! Clare Edgeley reports on Pacman's reappearance and on Atari's new coin-op, Xybots. No Arcade Action would be complete without a combat game – Guerilla War supplies the action.**

## GUERILLA WAR

*Guerilla War* from SNK features Karl, hero of the revolution, attempting single handed, or sometimes with a partner to overthrow the King's forces. This one's the stuff of a real Banana Republic.

It's a truly Ramboesque blast 'em up and from the start of the game your machine gun gets into action. In fact the action doesn't stop as you invade the island with bullets flying, hurling grenades at ambush points and proving your prowess at dodging bullets.

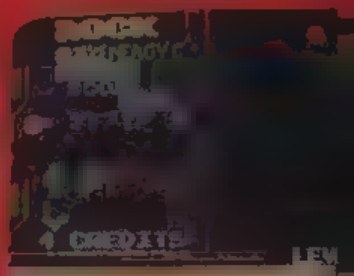
Almost as soon as you've stepped off the gunboat you're target for the enemy who move down towards your landing point in a group, guns blazing and looking as if they mean business. In these early stages it's fairly easy to stay out of trouble by keeping out of bullet range. Both yours and the enemy bullets can only travel a short [illegible] before they lose their im[illegible] and [illegible] a cinch. [illegible] when you're surro[illegible] out of the way [illegible]

In many of the attacks there will be one guerrilla red – the others are all in combat gear. This guy [illegible] carries a heavy duty weapon [illegible] when he dies you can pick it up. Then woe betide the enemy. Shooting him means creeping up to within bullet range which [illegible] tricky as by this time you're in range of enemy bullets and he's always well protected.

Hostages seem to line your route, tied to trees and helpless to dodge the gun fire. Free these poor devils by running up to them and try not to blast them in your enthusiasm. Each hostage released earns you bonus points – your credits plummet 500 for every one you kill.

The forest soon gives way to the enemy holdout – a farm – heavily reinforced with trenches and gates. [illegible] end of the [illegible] armoured [illegible] weapons.

*Guerilla War* [illegible] as all the other [illegible] despite its lack of [illegible] very playable, fast [illegible] packed with action.



## XYBOTS

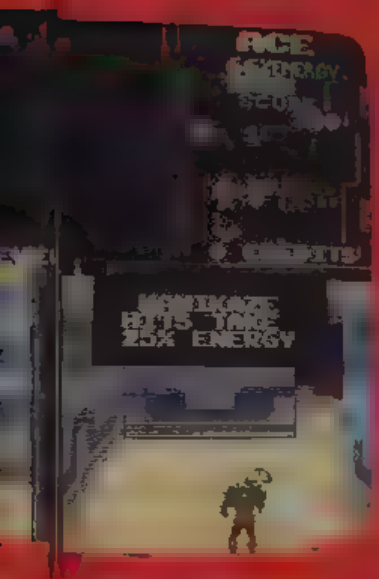
*Xybots* [illegible] at first sight [illegible] unimpressed and it's one of those intriguing games where [illegible] watch someone playing for a few minutes before shoving lots of cash into the machine.

Xybots [illegible] range widely in shape, aggressiveness, size and colour. Patrolling a [illegible] spot by fire-spitting these metal monsters will zap anyone attempting to walk a path through the maze.

And this is where you come in, be it on whether you like – or not you're stuck in the maze and the only way to get out is via an exit at the far end. Xybots could have been boring but some [illegible] features have been added which [illegible] this into an addictive game requiring some skill [illegible] tactics.

The game is played on a split screen, the bottom half of which is divided to provide [illegible] playing areas, one for you [illegible] a partner and though you can play singly it's more fun with two. The top half of the screen is divided into three with two status boxes for each player and in the middle a map of the current maze. The perspective when looking down a corridor is fantastic. Using the joystick you can change the viewpoint of the maze to the four compass points, each time viewing the area from a new direction. And, of course, that [illegible]

# ACTION




Money must also be picked up for use in the interim levels of the game. Again, the coins are earned by Xybots and are a vital part in the strategy of the game. Only if you have collected enough cash will you be able to buy extras at the end of each level. As you travel to new levels the size of each maze gets larger and the numbers of Xybots patrolling the corridors increase. You will need to buy extras like a Guard Mapper, Enemy Mapper and Wall Mapper if you are to get through alive. The Guard Mapper puts the position of enemy patrolling guards on the map, the same goes for Enemy Mapper.

If playing with a friend, you can transfer some money to his/her account if one of you is short. That way, when patrolling the corridors you both have a equal chance. When two people are playing, and travelling the same route together you will be able to see two characters in your section of the screen that [illegible] both

you'll be able to catch a glimpse of any Xybots lurking behind a corner supposedly out of sight.

At the start you'll be traversing the maze blind, with no idea of the numbers of Xybots patrolling the corridors. These tend to pop out from all of you and just as quickly retreat to safety. You have to follow them, catch them in the open [illegible] then blast them. Dodging the enemy fire can be difficult if there are several Xybots gunning for you at the same time, however, there are a few bollards dotted around the maze which afford ample cover.

Each time you're hit your energy levels decrease and can only be replenished by picking up energy pods. These are earned by special Xybots out first you must kill them. Some energy pods are stronger and will completely refill your store. These are shown on the map as flashing diamonds, though often they are too far away to do you any good.

looking [illegible] game using the same view angle. Blasting the enemy in tandem is a whole lot quicker than going it alone singly, when there are two characters on the screen, take care when shooting. Hit your friend with a blast of your lasers and his energy will decrease rapidly. This is the first two player game I've come across where the second player can be affected in this way.

While playing I met David Andrews from London who proved to be pretty nifty with the joystick. He owns a Commodore 64 and programmes his own games. David thinks Xybots is ace. "Well, it's the best thing that's come out for a long time. It's a really good idea and the fact that you can see two players on the screen at the same time makes it a great game."

David has been playing Xybots for three days. That, in my books, makes him a master at the game. He's a lot better than me anyway!

## PACMANIA



[illegible] The first screen looks as if it's been assembled from a lego kit. The maze isn't too large and the ghosts aren't as cunning as in later levels. It's a fairly simple task to whizz round picking up pills and avoiding the nasties. This first level doesn't require much in the way of tactics. Just pick up the odd piece of fruit for bonus points and, by eating large orange energy pills, temporarily put the ghosts out of action.

It's on later levels, when the mazes become tortuous and the ghosts more cunning that you'll need to sort out some sort of strategy before tackling each new screen.

You'll soon spot the changes. Pacman now leap over the ghosts and even change direction in mid-jump. This is vital when four of five ghosts are converging on you from all directions and there's no escape. Also, you can send the ghosts off on a false trail if you do jump and then change direction. The ghost will trundle away leaving you unmolested for a short time.

Eating orange energy pills causes the ghosts to turn blue and flicker. Now is the time to run into them for bonus points. It's really cute, they disappear leaving only a pair of eyes which float off to the ghost pen. There they immediately reform but hopefully you'll be far away and it'll take them a few seconds to find you again. There are only a few orange energy pills on each level and they shouldn't be wasted. The best tactic is to lead as many ghosts as possible to the pill and then gobble it at the last minute.

All the ghosts are now in the immediate vicinity and you should be able to kill them in the short time they're vulnerable. Do this and your score will double for each ghost caught.

Other coloured bonus pills lie around the maze which increase your speed for a short time and generally make life easier for you.

Pacmania makes such a change from the run of blast 'em-to-bits and shoot 'em-ups and still retains a high level of addiction.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THUNDER
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# ....to be an RT undercover cop?

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# REVIEWS

**Tony Takoushi checks out the latest Nintendo smashes, reports on all the hot news and takes a look at your letters.**

**All that and he still finds time to update your high scores. Take it away, Tony.**

## GUMSHOE

Gumshoe is an arcade adventure for the Nintendo Light Gun with you taking the role of Stephenson (Doesn't sound v tough and try ng to get the missus back, but the evil King Dom (who is this man?) is holding her to ransom and wants you to deliver five diamonds as ransom.

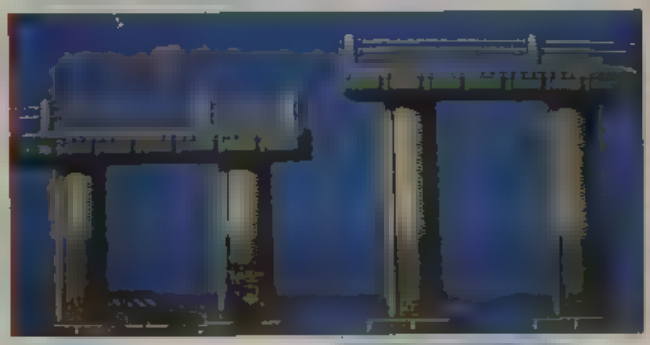
You play against a smooth scrolling backdrop and must move constantly. Your Macdod here moves 1 by shooting just be ow his feet to make him jump onto platforms where he wastes the nasties.

There are absolutely zillions of sections to work through with many different and challenging obstacles. There are low (and high) flying bottles, boulders, sneaky pits, cars, grasshoppers, flying fish and platforms to negotiate. I could not put this game away! It is ridiculous, the play is simple but VERY CHALLENGING. There are four sections to work through (work being the word) and you can restart at the section you last went out of.

Graphics, sound and presentation are slick and you will be missing out on a real GEM (sorry!).

An absolute must for light gunners.

- **Graphics** 7
- **Sound** 8
- **Playability** 8
- **Overall** 8



## TENNIS

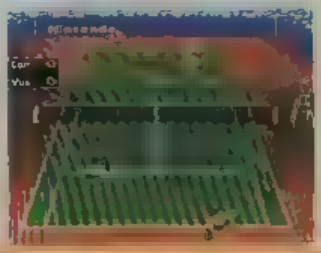
Tennis. What do say about Tennis (other than I am a real nut for the stuff when it comes to playing the sport!), other than that it IS TENNIS.

The graphics are solid and convey the sense of play well. You can serve, lob (one of my faves) and smash on forehand or backhand quite easily. One of the biggest problems for many sport sims is the lack of response in the joystick, not so with this one.

The match is the best of three sets, you can choose from five difficulty levels and select singles or doubles options. The games are long and there's even a little cup sequence at the end for the winner.

This is a good bog standard version of Tennis.

- **Graphics** 6
- **Sound** 5
- **Playability** 7
- **Overall** 7



Kelly McGillis fans or even Tom Cruise fans. Hey, we're not sexist, this is your chance to play the game of the film that made them famous on your Nintendo when Top Gun hits the shops next year at around the twenty five pound mark.

As usual, approached a licensed conversion with a little of the cashing-in-on-a-good-film lets-make-a-lot-of-money-out-of-a-game cynicism.

Somebody out there is determined to turn me into an optimist. Top Gun is a top rate game, no doubt about it, it was written by Konami and will swamp you with its presentation and action packed format.

It follows the plot of the film loosely with you at the controls of an F-14 fighter taking on the enemy, air to air, air to sea and

air to ground combat. On starting the game you are presented with a really yummy hi-res piccy of your fighter bursting into life on the deck of a carrier, you then have to choose from three different missiles to arm the plane, Hound, Wolf or Tiger. Each missile has its own characteristics and each has a different quantity (Wolf has 20, Tiger has 10 so sharpen your tactical wit).

A map and a message tell you about the mission. There are four of them though level one is purely to get the feel of your fighter with the odd dogfight along the way, level two has you destroying a carrier out at sea (the enemy being destroyers, killer cruisers, shifty subs and planes), level three is a ground defences job, on this level you have to take out the enemy fortress while avoiding or destroying guided missiles and low altitude attack helicopters).

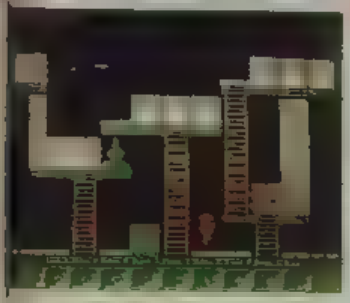
The screen has a cockpit at the bottom showing altitude, speed, fuel, damage guage (from enemy hits), missiles left to fire, artificial horizon and a radar. The radar is absolutely vital as it shows the enemy planes coming at you and the angle to expect attack. The radar also doubles up to show you when a fighter is on your tail (the only way to shake him off is to OUTFLY HIM).

Initially very simple graphics on the cockpit display BUT do not be deceived the airplanes, ships, tanks, missiles, THE LOT are all superbly drawn and silky smooth. The sound and music fit in perfectly and the gameplay is deep twisting and pulse pounding good.

## WRECKING CREW

This is a game involving two of my favourite game characters Mario and Luigi. You have to destroy walls that are staggered around the screen and linked by platforms and disposable ladders.

On entering a level the screen scrolls up and down showing the play area and where the enemies and walls are. You can climb up or down ladders to get to platforms and some walls take 1, 2 or 3 knocks to destroy (you progress on destroying all the walls). There's help and hinderance. help comes from strategically placed bombs which destroy all ladders and weakens walls on a level, and doors to mislead the nashes which you can open around the screen. drums and pillars are useful for trapping the enemy but watch out for fireballs. the foremen (this guy is a real pain in the ) he follows you around and pushes you just when you DO NOT need it. The other zombie like creatures are Eggplant Man, Gotchswrench and Gotchawrench Jr.



Loss of life is instantaneous on touching the creatures or fireballs.

Every four rounds there is a bonus screen, here you have to look behind twenty or so doors to find a coin that's hidden. the foreman is knocking down the doors trying to beat you to it so you have to move some.

There is a two player option a design mode (so you set up your own screens) and the ability to start on any of the 100 levels in the game (nice one!).

I was hooked with this one, the morning I got it I played for two hours solid and got to level 18 BEFORE changing out of my jammies into some clothes.

Wrecking Crew is VERY playable has plenty of levels to keep you interested, good graphics n sound AND best of all MARIO AND LUIGI.

- **Graphics** 7
- **Sound** 7
- **Playability** 8
- **Overall** 8

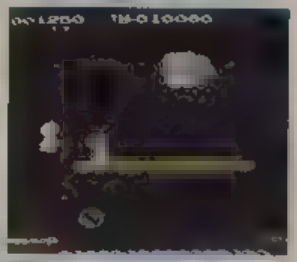
## BALLOON FLIGHT

Balloon Flight owes a debt to Joust by the coolest game ever dreamt up by Williams which featured once somewhat knights who floated around screen on ostriches attempting to pick nasties with their poles.

For Balloon Flight read Joust Mk2. You control a cute little character with two balloons on his back more than a touch of Pacman and have to flap your way around the screen trying to pick off the nasty characters on balloons.

There are platforms placed around the screen which you can use to drop down on the enemy to pop their balloons and then kick them once more to destroy them. If you can do the manoeuvre in a single step there are extra points to be had.

Your character has a strong inertia to his movements so timing is all to master the play. Other dangers to watch out for are [illegible]



[illegible] keep cool bonus round where you have to capture balloons that travel up the screen out of your tubes across the bottom of the screen.

There is a really GROOVY Balloon Trip option where you float from right to left across scrolling screens trying to pick every balloon in sight while avoiding the lightning bolts.

The graphics are nothing special and the sound is merely adequate. Nevertheless, the game delivers in its FEEL.

Overall this is a great game for those of you with that urge to surge and a little bit of finesse on the joystick.

- **Graphics** 5
- **Sound** 7
- **Playability** 8
- **Overall** 8

## LETTERS

There still seems to be a fair bit of debate as to which system to buy. There really isn't a clear cut answer to this, both systems are superb. At the moment Sega has a better games catalogue than Nintendo in the UK, worldwide the Nintendo has a far greater software base than the Sega. But in the UK at present there is a shortage of Sega carts, even I have a hard time getting them from Mastertronic) so it really boils down to what you want and how quickly you want it.

There have been some tasty tips this month too. Scott Lea tells me that when you get to lives in *Super Marios Bros* you get a 10,000 point bonus and a little crown appears.

Scott has also topped two million on *SMB* is this the UK record?

Tim Wilson of W. York has sent in some tips for *Rocky*. He says when fighting Apollo keep punching him in the head and try to get him on the ropes and when fighting Long forget about the head and concentrate on his stomach. He is also a *Quartet* fan (my kinda person) and suggests that on round 5 to get the key and return to the surface via the warp, you will then find yourself on the last screen where the big alien is. To kill him you must destroy him piece by piece starting at the bottom and working your way up.

Special thanks go to Peter Russell of Maida Vale, you write long letters but they are interesting! There are too many points to answer here but it's good to see a dedicated Nintendo man. Incidentally the Sega has a Z80 processor, 64K of RAM, 128K of ROM, 128K video RAM, 64 colours, screen resolution of 256x192 (in 16 colours), 256 sprites (each sprite being 8x8 pixels in size), three voice and four octave sound chip and can handle cards of 64k and cartridges of 128k and 256k.

Keep those letters coming. I really do enjoy reading them and I will try to get as many answered as possible (honest).

## MEAN MACHINES – HIGHSCORES

### NINTENDO

| | | |
|---|---|---|
| **SUPER MARIO BROS** | 2,765,150 | SCOTT LEA |
| **ICE CLIMBER** | 43,160 | GARRY NORRIS |
| **DUCK HUNT** | 377,100 | GARRY NORRIS |
| **PINBALL** | 68140 | GARRY NORRIS |
| **KUNG FU** | 365,200 | MICHAEL DALY |

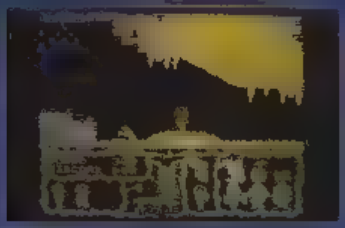
### SEGA

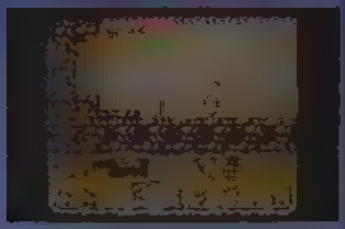
| | | |
|---|---|---|
| **SPACE HARRIER** | 13,800,000 | JEFF MINTER |
| **OUTRUN** | 28,751,480 | PETER RAMDINE |
| **CHOPLIFTER** | 1,333,000 | KEVIN GRIFFITHS |
| [illegible] | 1,156,000 | ADRIAN GREEN |
| **BLACK BELT** | 284,300 | GARRY NORRIS |
| **SECRET COMMAND** | 168,500 | GARRY NORRIS |
| **TRANSBOT** | 243,440 | ADRIAN GREEN |
| [illegible] | 173,300 | TIM WILSON |
| **PRO-WRESTLING** | 553,400 | CHRISTIAN ALEXANDROU |

"GRAND SLAM"

# TERR

THE CARTOON



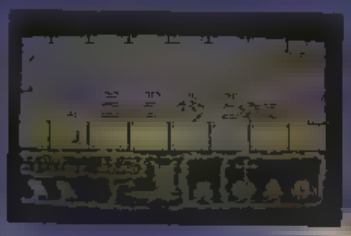


Become one of the world's five reputable explorers and experience the dangers of a hazardous journey to find Professor Eyestrain and deflect the meteor to which only he has the solution.

ENTERTAINMENT PRESENTS

# AMEX

ANIMATION GAME

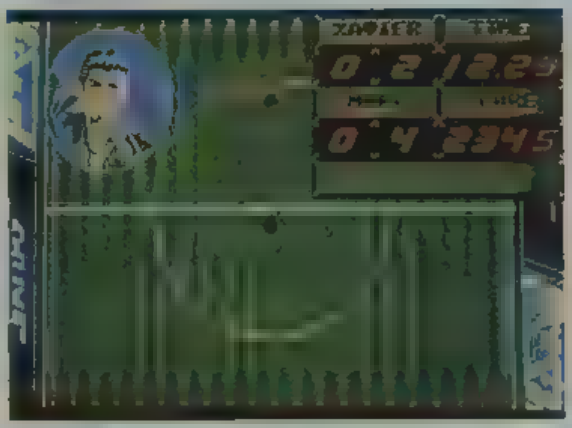


# Street Scene.....

This is *Hotball* a football simulation on the Atari ST and Amiga from the French software house Salory

The game is viewed from above and you play in an enclosed area where the use of the wall will help you get past your opposition You can dribble with both feet, pass to the wing, shoot and score

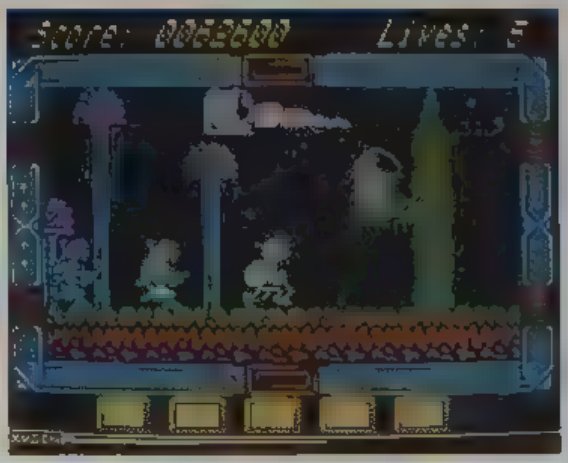
A referee will blow for half time, full time, fouls and goals You can play for a six eight or ten minute game A pull down menu will remind you of the score and the time left to play



[illegible] two parts the [illegible] adventure [illegible]

[illegible] the famed [illegible] They are [illegible] and [illegible] properly [illegible]

[illegible] player manager [illegible] arranger [illegible] global [illegible]



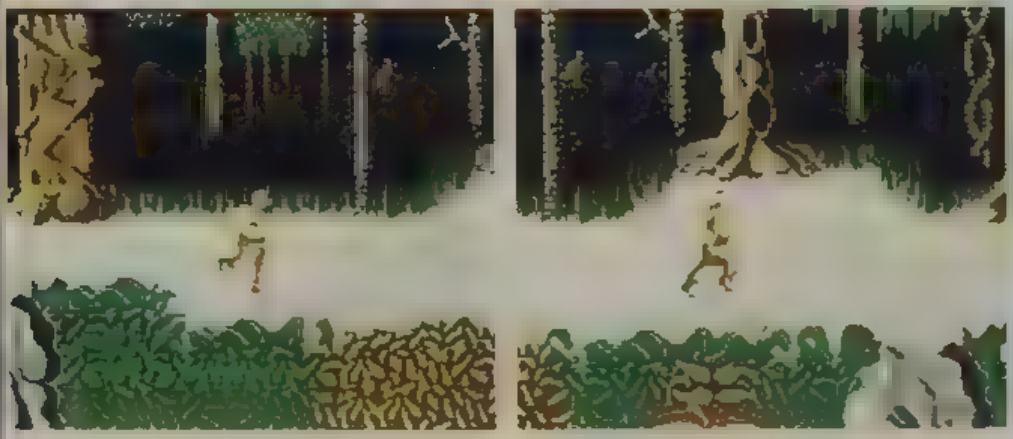

*Northstar* is an Earth-orbit space station built to hold thousands of people engaged in producing food for a famine-ravaged planet. But something has gone wrong Messages from Earth have gone unanswered You have been selected to investigate On arrival at the station you find no human survivors and the place over-run by aliens

Your mission involves killing off the aliens and reactivating the life-support system

*Northstar* will soon be out on the Spectrum (£7 99), Amstrad and Commodore (£9 99/£14 99) and Atari ST (£19 99)

[illegible] Dou[illegible] Mad[illegible] Ma[illegible] the [illegible] Queen! Acoo[illegible] *Predat*[illegible] A[illegible] preview [illegible] the [illegible]

[illegible] Ar[illegible] [illegible] the [illegible]



Gremlin Graphics is hoping to repeat the success of *The Way of the Tiger* with *Blood Valley* another adaptation of a Duelmaster series fighting fantasy book by Mark Smith and Jamie Thompson

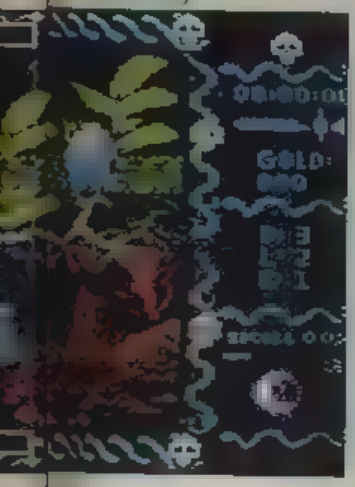

There seems to be a distinct improvement in quality of the games coming out of the Argus stable of tables – witness *The Hunt for Red October* and now *Terramex* from Quicksilva

*Terramex* is an arcade adventure involving the search for Dr Albert Eyestrain who predicted a giant asteroid was on course to destroy the earth Everybody laughed and sneered so the good doctor disappeared in a huff But now his prediction has come to pass The asteroid has almost arrived and the search is on to find Eyestrain to help avert this catastrophe But once found, he has to be convinced that humanity is worth saving

The player has a choice of five nationalities to control to track him down It is the standard format using various objects to progress through the game

*Terramex* is out on all major formats soon

It s a story of survival and escape The evil Archveult has decreed you must be hunted down like an animal Your survival is only guaranteed if you can escape from the evil of Blood Valley




violently enraged Proximon –

# Lee Enfield is SPACE ACE

[illegible] available on ATARI ST, PC, CBM64 & SPECTRUM

LEE ENFIELD is invariably to be found slap-bang in the middle of trouble. His unique ability to deal with trouble puts him top of the list when it comes to calling for a man who is never out of his depth.

Even time is no barrier to Lee solving the trickiest of problems, for he is a new hero "A Time Troubleshooter."

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Selected titles are available from all good retailers including WHSMITH

TIME TROUBLE SHOOTER SERIES

## ADVERTISEMENT INDEX

# MAILBAG

**Starting from this month we are offering a super C&VG T Shirt for the Letter of the Month. You don't need to restrict your thoughts to computer games – write in about anything you like that is interesting, fun, rude, annoying, wonderful or just plain daft. Write to Mailbag, C&VG, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.**

## THAT'S LIFE?

● As you requested during our telephone conversation this morning I am writing to tell you about the play-by-mail games sent to my 12 year old son by K.J.C. Games.

Both my son and my daughter have been members of a computer club for some time so when he asked if he could reply to a free offer of a computer game I assumed that he meant his club magazine and agreed. In fact, the advertisement appeared in the November issue of Computer and Video Games which he had borrowed from a friend.

However, what arrived horrified me and I enclose a copy of all the material he received with the most offensive items highlighted. In the light of recent events such as the Hungerford disaster and the alleged organised sexual abuse of children in Congleton, and considering the government campaign against drug abuse, I think that this material, inciting children to pay large amounts to commit just such crimes, is frightening. The fact that this is a fantasy rather than reality does not make it potentially any the less dangerous. The most dangerous aspect of this game is that, to be successful, it is necessary to take drugs continuously, and the description of this rule makes it appear that this is not only acceptable, but that it is a desirable condition to aspire to.

I admit that in this case the situation was brought on ourselves. I have checked the issue of Computer and Video Games currently on the shelves, in which the ad. re-appears, and the full-page ad., complete with explicit picture, makes it perfectly clear what is on offer, "gang warfare" by a "drug-crazed gang". In this issue there is also an article on fantasy games featuring a picture of the "It's a Crime" rule booklet. Although the booklet does not suggest that the game is not suitable for young children this is not mentioned in either the advert or the article. Thus, as there is no age limitation and as parental consent is not required, there is nothing to stop any child applying for this "free" offer and receiving this offensive material without parents' knowledge.

I would like to see it made illegal for advertising promotions like these to offer such rubbish to children and would welcome any advice or help you may be able to give.

*H. Caroline Forrest*
*Cheshire*

**Editor's reply: Having looked closely at 'It's A Crime' I agree that the advertisement for the game should carry a warning. Editorial mentions of the game in the future will also point out its unsuitability for children.**

## SUCH AN UGLY MAGAZINE

● Have you got gone stark raving mad? I mean, do you actually think you are good looking or what? It was bad enough when we had to endure picture after picture of that peroxide plonker, Wayne. But now you have gone too far. Hunk of the Month was the final straw. Those 'orrible white legs nearly made me chuck my Fish Fingers as I made the mistake of flicking through my newly purchased December issue at tea time. I tossed it on the floor. I couldn't help myself, it was a reflex action, a bid to preserve my appetite.

It was much later when I picked the thing up off the floor that I noticed the legs of the kitchen table were more appealing than your Art Editor's pins.

So please C + VG, if you really want to give us some hunks then can I suggest Dolph Lundgren, Kerry Dixon, or James Wilmott Brown from East Enders for starts.

PS What's this new Editor look like? *(Horrible!)*

*Sarah Scriven,*
*Dursley*

## TAKOUSHI SUCKS!

● Tony "I've got a mouth and I'm gonna sure as hell use it" Takoushi's comments in his Hot Gossip section have forced me to write in this letter of indignation.

So he thinks the 8-bit computers are doomed? Well I can tell you for nothing that it seems as if he knows absolutely nothing about the majority of Commie 64 or Speccie owners. Most of us are going to get "proper" jobs are gradually, I expect, "grow out" of computer games. At the moment though, we are happy to bung in a copy of *Buggy Boy* and wile away a few boring hours just playing games.

Some owners even confess to actually getting enjoyment out of their puny 8-bit machines by programming them. That is basically as far as home computers go. The majority of teenagers and computer-owners have better, or more sociable things to do. I think Tony doesn't realise that playing on a computer isn't everyone's full-time occupation, like it is his.

I predict that the 8-bit computers will not fizzle out next year or their dedicated magazines (if this were to happen though, it would obviously benefit anyone involved in a magazine like C+VG).

I predict that "us youngsters" will carry on forking out the odd tenner for a game for our 8-bit computers. We won't all go out and sell our machines as scrap metal and buy Amigas or STs. I don't want to sound incredibly corny but money does not grow on trees.

*Rahul Joshi*
*London, NW6*

*What do you mean "more sociable things to do"?*

## NO HE DOESN'T

● I have to admit that I have never felt strongly enough about anything to write into *C+VG*. However, all of this changed with the January edition.

Firstly, I am in positive agreement with Wenchin Ng with regard to the possible expansion of the PBM coverage in *C+VG*. I'm sure that I'm not alone in that one of the principal reasons that I buy *C+VG* is for Wayne's unmatched coverage of PBM. It really is about time that Wayne's excellent reporting of the PBM scene was rewarded by an expansion of his column!

Secondly, what's happened to the heavy metal column? Just as the column was shaping up nicely, it disappears! I hope that the column is scheduled for a very speedy return.

Thirdly, Tony Takoushi's "Hot Gossip" column in January made the prediction that all dedicated magazines will go to the wall within the next 15-18 months. Well, you don't have to be a genius to see that his prediction will be fulfilled! With that in mind and from a prudent business aspect you should not neglect coverage of PBM, heavy metal, films, etc in order to remain a "purist" computer mag.

*Alan Crump*
*London N4*

Personally – I feel the games scene would be very dull without the likes of Crash, Commodore User, Zzapp, and Sinclair user. My view is that they are all here to stay a lot longer than Mr 'T' thinks.

## YES, HE DOES!

● I think that your mag is great, all but for one thing. This being the Mean Machines section. The section is a good thing and warrants more pages, but should not be written by Mr Tony 'I have a big mouth and a blue head' Takoushi. Why oh why does he only write about the Nintendo breeze block? It may be the better selling machine in Japan or the rest of the world, but it isn't in Great Britain. In fact, the Sega Master System has sold twice as many units in the UK.

In the Jan 88 issue of your mag, there is only one thing about the Sega, and that is a high score chart! And, before you say there is no news on this machine, there is at least games to be reviewed. There weren't any reviews for it in the last issue and there are even less in this one.

I have recently bought *Wonderboy*, which is absolutely brilliant but I have also bought *Out Run*, which is a let down and a con for £25. That is a lot of money for me to have wasted and money which could have easily been saved by a review of the game. So come on Mr T, give us loyal readers of your rag some Sega news and reviews to chew or you might as well re-title the section nintendo – The Mean Machine That I Prefer.

*Richard Hallam*
*Bourne End*
*Bucks*

PS. I know it is interesting but news about Japanese versions of Nintendo games is useless, as they use a different cartridge format where as the Sega doesn't.

PPS. I think the Heavy Metal section of your mag is cool.

PPPS. I don't know why I wrote this letter as it won't get printed anyway, and even if it did you won't take any notice.

PPPPS. This took me two hours to write so it better get printed.

PPPPPP. My typewriter ribbon wore out, but I have now been down the stationers and got a new one. How about that for devotion?

PPPPPss. Bring back Mellisa.

*Richard Hallam*
*Bourne End*
*Bucks*

**Editor's reply: Isn't it amazing how people think that by saying "I bet you won't print this letter" it will force us to to it! Wrong! we only used it because we left with a little space. Hah! Things could change soon on the Sega front soon. A little bird tells us *After Burner* and *Alien Syndrome* will be out soon. Bet that's excited you.**

**PS. Our Dep Ed has relatives in Bourne End. Just thought you would like to know, Richard.**

## THE AXE TO FALL AGAIN

● I've been reading *C+VG* for a good few years now and have always been a fan of your comic strips. But how come that after they become popular you always axe them?

First we had the Bugs, then The Bug Hunters, followed by Lieut Laww and now Shuk and Doode. How long will they last?

*John Samuels,*
*Cookridge,*
*Leeds.*

PS. I think Shuk and Doode are weird.

**Editor's reply: Nothing lasts forever, as they say, so when we feel a cartoon strip or set of characters have run their course we feel it's better to stop before they get boring.**

**Oh, yes, Shuk and Doode also think you're weird as well.**

● How long can the mania for converting coin-ops go on? Surely the time has come to call a halt.

Many of the conversions to the home micro have no more than a passing resemblance to the original. For example, US Gold's dismal attempt to capture *Out Run*. Disappointing is not the word.

And now I understand that Activision has got the rights to *After Burner*. Let's face it there's no way it can convert to the home micro. It's only the super cabinet and super sound system that makes the coin-op and there's no way you'll get those on the Spectrum and the rest. The end result is the name without the game.

So my plea to software houses in 1988 is to forget the coin-op conversions which are no-hopers for the home micro and concentrate on new and original concepts.

Will software houses listen to my plea? A penny to a pound they won't.

*Andrew Walker, Hounslow.*

● Okay, guys, it's own up time. It's no good dodging the issue, beating around the bush, making excuses, or avoiding explanations. I want answers! Who is The Fiend?

I just don't buy all the guff Keith Campbell has been spreading about this so-called mystery man who torments him. And since his so-called controversial views has started appearing in your rag – sorry, mag – I am even more suspicious about him.

I think the Fiend is Keith Campbell writing under another name in a clever attempt to get more money. Come on, admit it.

*Steve Taylor,*
*Turnford,*
*Herts.*

PS. I don't really think Tony Takoushi exists either. Like Father Christmas, the Loch Ness Monster and the Abominable Snowman, I think he is also a myth, a persona conjured up by some warped, twisted and bitter mind at *C+VG*.

**Editor's reply: Believe it or not, Steve, The Fiend does exist and he is defintely NOT Keith Campbell. If I knew his name I would shout it to the world. All I know is that he lives – or rather lurks – in Oxfordshire and has a bank account in the name of The Fiend. That's the truth. Tony T a myth! No he really exists as well. Nobody could be that bitter as to invent him.**

# MAILBAG

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# Hot Gossip

by Tony Takoushi

**Loud and proud and ready to shock. Yes, C+VG's very own Mr T — Tony Takoushi — is back to rant and rave about computer games. Love or hate him, just read him.**

Those of you who have been whipped up into a frenzy over the lack of platform arcade adventures for the Amiga can now calm down as there is a respectable offering in the guise of *Dark Castle*. It runs on a standard Amiga and is being released in the UK by Mirrorsoft.

The scenario is familiar, you have to work your way through various scenes racking up score and bonus for each scene completed and lives left (not fogetting to collect keys along the way). The place is a castle and the play is a mish-mash of *Pitfall, Jumpman* and *Miner 2049'er*.

The game is well presented, with a swish title page of an eerie castle in the distance with flashes of thunder and digitised organ music, very spooky! You can then select from an options page, difficulty level (beginner/intermediate/advanced), demo of the game (I suggest you see this), info on game play and characters and Play to start the game.

There is also a choice of keyboard or joystick control.

You start off in a great hallway with three doors in front of you, you choose your door with the mouse and your character runs over to the door and leaps inside. Now into the game! There are dozens of screens to work through, some need careful thought, others are more gut reaction and intuition. The enemy takes the form of bats, vultures, mutants (yuk), rats, dragons, gargoyles, guards, burning eye, rock henchmen and whip henchmen — these guys are into whipping and clobbering YOU with rocks and whips. Contact with any of these is fatal and you lose a life. The exception to the rule is if you have elixirs, these can be collected along the way and can protect you from their fearsome attacks.

To balance matters you can use a mace (wicked but tasty on the eye), shield, ladders, ropes and stairs to get around each screen. The most useful weapon being your rocks you get a supply at the start of each screen and this depletes as you lob them around (you control the angle by lifting his arm to the desired point), bonus rocks can be collected around the screen (but you do have to get to them!).

The game uses a lot of digitised speech and spot effects, grunts and groans from you when attacked or stunned, mice and bats squeaking and screeching(?). The graphics I found disappointing, they are crude by Amiga standards and if a little more time had gone into them the game would have reeked of quality.

The gameplay is fast — a little TOO fast in places — and you quickly have to learn where the bats and mice are on entering a new scene. Also timing leaps is crucial (you have three types of leap standing/running and downward). There is no lack of variety with moving platforms, ropes, ladders and guards to negotiate (these are the easy bits!?).

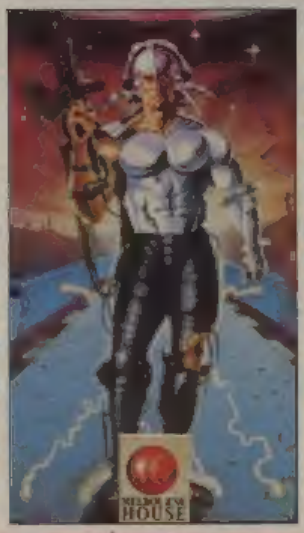
At the end of the day it is a good product that will entertain and if you bear with the initial frustrations of cussing the joystick control it is challenging.


With the coming of the new 16-bit machines we have been spoilt with the large memories they have. Increasingly they are being used for digitised sound effects and digitised pictures.

Great, no problem, new technology, new challenges, new presentation.

I enjoy great sound. If used effectively AND appropriately, the sound really adds to a game. But just recently a lot of games use them all over the place and they end up giving me a headache instead of making me throb with pleasure.

To illustrate the point just look at *Barbarian* on the Amiga, the title sequence and the grunts and groans in the game are THE best combinations I have encountered to date. They work with the game they do not try to swamp it.




*Road Wars* from Mastertronic also demonstrates that digitised piccys can work to enhance a game and not just be a gimmick. They actively contribute to the feel of the theme and play of the game because they were designed for the game and not the other way around.

At the moment I feel all that lovely, lovely memory is regarded as a novelty and it is a question of 'what can we fit in it.'

All you ST and Amiga owners will have thrilled (as I have) to the *boom booms* in many of the games, but aren't you getting tired of it again and again?

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Screenshot from Amstrad version.

# Out Run™

Screenshot from CBM 64/128 version.

# START

Screenshot from Spectrum version.

Screenshot from Atari ST version.

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